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AMIGA FORMAT



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Where can you find a wide range of Amiga products at reasonable prices? Find out inside

See back cover for details of the CD



Multimedia

Discover how to use animations and video capture to enhance your own multimedia productions

Your Games

Another three pages of reviews of your games – if yours is featured you could win a prize!

SMD-100

Will HiSoft's new MPEG Video CD unit revolutionise home entertainment?

Art Effect

Haage & Partner's promising image manipulator reviewed in full this issue

Emulate!

Discover how you can use a wealth of Commodore 64 software on your Amiga

Reviewed this issue: Blobz, Kang-Fu, DOpus5.5, Art Effect, Epic Interactive Encyclopedia, SMD-100 PLUS: Tutorials on Real 3D2, Alien Breed 3D II, Multimedia, OctaMED, Blitz Basic 2 and all your regular favourites

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Techinal Software

☐ ^+ **V0298 NORTHC V1.3 (AB)**
The latest update on the public domain 'C' environment for the Amiga that I am aware of.

☐ ^+ **V0523 DICE C COMPILER (AB)**
Contains Matthew Dillons full featured, powerful C compiler and environment system.

☐ ^+ **V0786 PASCAL**
Contains everything needed to program in Pascal. Includes A68k 68000 assembler. Blink, Linking software and PCQ, a modest Pascal sub set compiler

☐ ^+ **V1041 DIGITAL BREAD BOARD**
Is a full GUI digital logic circuit simulator. Digital Breadboard currently supports 2 and 3 input etc

☐ ^+ **V1056 DEVELOPER**
Contains the official Commodore developers kits for the Amiga Guide and Commodore Install utilities.

☐ ^+ **V1060 CIRCUIT BOARD DESIGN**
Several terrific routines for the electronic enthusiast. Includes PCBtool, a circuit board design tool.

☐ ^+ **V1209 GNU C++ COMPILER (3) [HD]**
Theses disks consists of the latest version of the GCC environment, Thus the compiler, driver, assembler, linker, header files inline code generation of library calls.

☐ ^+ **V1213 PROGRAM LANGUAGES**
ACE V1.02, is a PD Amiga BASIC compiler which, in conjunction with A68K & Blink produces stand alone executable's. run time shared libraries are required.

☐ ^* **V1227 GAD TOOLS V2.2C**
A standard Amiga shared runtime library which makes it a lot quicker / easier to build standard requesters into programs. Designed with CBM's guidelines in mind.

☐ ^+ **V1384 HOW TO CODE IN C (AB)**
Coves Debugging, Intution and Graphic, Kodbibliotek, Tips & Tricks, Anropa AsmFranC, Dos intuition, WB start, DMake, GadToolsBox and Power Source.

☐ ^+ **V1430 N.D.U.K V37 (ABCD)**
Portions of the Commodore Native Developer Update Kit that can be licensed for distribution. Includes the fd files, libraries, startupe, C include files, and tools

Popular Utilities

☐ ^+ **V1362 CHECKERS TOOLBOX**
Runs self test on all chips, all the ports and even the disk drive! All your hardware is tested and displayed in graphical info.

☐ ^+ **V1405 VIRTUAL UTILITIES**
5 utils containing everything needed for any Amiga to make virtual memory from their harddrive. The Amiga is fooled into thinking it has massive amounts of RAM when really it only has a small amount mapped to a file on the harddrive. Requires MMU

☐ ^+ **V1719 TELETEXT V2.3**
It is suitable for any PAL Amiga requirements link systems req } for more info, because it uses the parallel port to interface with the hardware. An electronic switch is provided to easily switch between the TeleText decoder and a printer.

☐ ^^ **V1335 LIBRARIES & DATATYPES**
This is a disk packed full of Amiga Workbench 3.0 Libraries and Datatypes, There's 47 Libraries from A to Z all libraries covered are right up to date and waiting to be installed. The disk also have installation notes to aid the beginners. also files in the L and Devs/DosDrivers drawers that can be copied or assigned.

☐ ^+ **V1641 SUPER KILLERS V10.0**
The latest collection of virus killers like AntiCicloVir v2.2a, Virus Checker v6.43, VirusZ II v1.07, and VT v2.67, Req the use of LHA which is in the c directory.

☐ ^* **V1017 POST V1.86ENH (ABC)**
PostScript interpreter which implements the full Adobe language. Supports Adobe type 1 and type 3 fonts, screen output, file output, and printer output.

☐ ^+ **V1593 EPU DISK STAKKER V1.7**
Double your hard drive capacity by installing EPU. After installing EPU to any Device (HardDisk, Floppy, Rad etc) every file which will be written to the device will be compressed & when any compressed file is read by any application it will be decompressed.

☐ ^* **V1039 HD INSTALLER (AB)**
Bought an A1200 machine and are having trouble with your hard drive why not install it correctly.

☐ ^* **V1136 DISKSALVE 2**
Repair your hard drive with this. recommended.

☐ ^+ **V1326 C: COMMANDS & LIBS**
The C: and LIBS disk contains over 100 commands lie within the C directory, Over 20 LIBRARY's are within the LIBS directory. Use them for your disks. They can be used to spice the disk up in appearance and in usage.

☐ ^+ **V0490 MESSY SID II**
once loaded will read MS Dos disks, Convert any text (asc) files on to an Amiga dos disk so that they can be loaded into any standard Word processor. The program will also convert the text back to your IBM disks.

☐ ^+ **V1611 SNOOPDOS V3.0**
Log's all the dos/library calls and more when you run a program. This is handy for both the programmer and the beginner. Have you ever installed a program to your harddrive and then discovered that it will not run without a certain library but you don't know which?

☐ ^+ **V1928 VIRUS WORKSHOP V4.8**
This is the one and only Virus Workshop by Markus Schmall. Now in the Version 4.8 . Test it!

☐ ^+ **V0424 ANTIFLICKER**
A program to stop the Flickering when you use the Amiga in Hi res move.

☐ ^+ **V1669 TUDE V1.0**
is a very extensive and easy way of degrading your machine for all sorts of purposes. It is useful for playing old game on A1200s for example which need kickstart 1.3. There is a GUI version included as well as a CLI version so most people will have no trouble using it. A highly useful tool for all Amiga owners. Good.

☐ ^+ **V1523 RELOKICK V1.41**
ANOTHER(!) version of ReloKick. Galahad of Dual Crew did ReloKick 1.4, so I decided to improve on that!

☐ ^+ **V1356 NOERRORS V1.3**
Its main function is to hide physical disk errors from floppy disks and hard disks, so these disks can then be used without DOS showing read/write errors.

☐ ^+ **V0662 DCOPY V3.1**
Best PD copier on the Amiga. No new Features over 2 but has been updated with new code information.

☐ ^^ **V1164 (AGA) ASA FIX DISK**
An entire disk full of utilities for those A1200/A4000 owners out there who can not for the life of them get some of there favourite games or demos to work.

☐ ^* **V1360 WB2.0 TUTORIAL**
There is a lot more options open to you than just playing games. In the chapters Files Explained & Menus. attempt to explain the workings of WB2,as the manuals supplied with your Amiga.

☐ ^* **V1242 RE ORG V3.11**
is a fast disk optimizer that can be used for floppy disks and hard disks. Supports new Kickstart 2.04 features including hard and soft links and High Density drives.

☐ ^+ **V0685 ASTRO ASTROLOGY V3.5**
Astro_22 as released is a starter program which accurately calculates the position of the planets, cusps and zodiac positions to within 30 seconds of arc. I intend to increase the usefulness of the program to eventually cover all aspects of the subject which will appeal to professional as well as novice astrologers not wishing to pay 200+ for a decent package. Updated version

☐ ^+ **V0489 AMIBASE PRO II**
Latest database program which is an update

☐ ^+ **V0827 REPAIR IT V2.01**
An essential set of tools for recovery. Disk speed reports the speed of a selected drive. DiskSalv will try to recover as much data as possible from a corrupt disk. HDTool will install the OS3 disk caching and FFS to the hard drive of a lesser operating system.

☐ ^^ **V1661 NATIONAL LOTTERY**
This is a national lottery prediction program called Lottery Winner. It consists of a database system which can record the National Lottery results from week to week until it has sufficient data to make certain types of predictions or just a random guess. Good.

☐ ^+ **V1679 COP THE LOT**
Lottery prediction/database which can store the previous lottery results and also select random numbers etc.

☐ ^+ **V1771 COURSE FORM**
Like to put a bit of money on the horses? This utility allows you to enter the figures for the horses in a particular race, plus the course details, and then it will try to predict the winner of the race. Good.

☐ ^+ **V1778 LOTTERY CHECKER**
is a great tool for checking lottery numbers. Good for office syndicates. Find 'A' Date is a database which stores and matches people up for blind dates. Sneaker is used to view and change binary files, technical users are always finding these programs useful.

☐ ^* **V1836 MRBACKUP V2.1.4**
is a hard disk backup program for the Amiga. It provides a wide range of services to support Amiga file management and backup/restore of files to/from hard disk.

☐ ^+ **V1932 X-FILES GUIDE**
If you are interested in the x-files. It contains over 674k worth of text, ranging from episodes 1 & 2 to the x-files transcript.

☐ ^+ **V1949 MORE HD INSTALLERS**
Installers for the following games: ABASE, Arnie 2, ATR, Bump 'n' Burn, Naughty-ones, Rise of the Robots, Sensible World of Soccer, Shadow Fighters, Lion King, MKII_PAFIX, Parasol Stars, Rock'n'Roll, Skimarks 2, Skeleton Krew, Super Stardust, SoftB3, Trolls etc.

☐ ^+ **V1965 BALLS**
It can predict random numbers or numbers from preentered numbers of upto 72 weeks earlier. A well presented lottery predictor, if your into all the lottery hype get this.

☐ ^* **V1969 AQUARIUM SIMULATOR**
3d Aquarium Simulator (uses MUI2.0). check it out.

☐ ^+ **V1982 SCOUT V2.1**
Allows you to monitor your computer system. It displays many different things like tasks, ports, assigns, expansion boards, resident commands, interrupts, etc.

☐ ^+ **V1983 DOPUS UTILS 2**
This is the second selection of utilities for use with the most popular Amiga Disk utility Directory Opus.

☐ ^+ **V1997 LOTTERY PREDICTOR**
For a start this one uses intuition fully so it multitasks and it uses only a small window on your workbench. Also it looks very nice! The added touch of the lottery symbol makes all the difference. The best lottery predictor yet.

☐ ^+ **V1998 AMIGADOS GUIDE V1.5**
A very handy program for those who want to learn more about Amiga DOS or those who simply want an easy reference for commands etc.. The program consists of an easy to use point and click system with a index.

☐ ^+ **V1999 COP THE LOT PRO**
This one will only generate random numbers, there is no option to actually make any sort of calculated prediction. There is also a Numbers drawn database and a My guesses database to help you keep a record of the numbers you have been choosing.

☐ ^+ **V2001 NATIONAL LOTTERY**
This program is more than just a random number generator. It uses uses a special History formula with Chaos Theory to produce a more accurate prediction.

☐ ^+ **V2004 LOCKUP V4.0**
is the newist version of the old utility Lockup which basically allows you to Lockup your hard drive with a password to enter and get it going again.

☐ ^+ **V2005 SHAPE SHIFTER 3.2**
is a multitasking shareware Macintosh-2 emultor for the Amiga. It allows you to run mac software withour additional hardware. Now updated version.

☐ ^+ **V2014 MESSY SID 3.0**
this is the latest verion of which will read and write PC Floppy disks 720k or 1.44 if your drive can take it.

☐ ^+ **V2015 MOVIE MAKER 2.0 (AB)**
have you ever wanted to create your own movie and see it flourish in the Oscars, then nows your chance.

☐ ^+ **V2026 ROUTE PLANNER**
Highway trip planner. Requires MUI 2.2

☐ ^* **V2051 DOPUS 5 EXTRAS VOL 1 (AB)**
This set of disks contains a selection of new archives for use with DOpus v5.0

☐ ^* **V2060 GFFT SPECTRUM ANALYZER**
GFFT Version 2.03 is the update to GFFT version 1.12. The GUI is improved considerably (allows any font and screen color setup, has progress indicator, uses tooltypes, etc.), more features are added, bugs are fixed, and a new SpectrumAnalysis.guide is included (with lots of pictures) to explain spectrum analysis.

☐ ^* **V2072 VIRUS_CHECKER V8.04**
Best virus killer on the Amiga to date. Updated version with bug fixes and updated virus information.

Workbench & MWB

☐ ^* **V1043 SUPER DARK V2.1A**
A screen blanker with some special features. It is similar to the After Dark screen blanker in the PC and Mac worlds. Features include a lot of different screen effects, a screen locker, and more.

☐ ^+ **V1964 COLOUR WORKBENCH**
Allows you to basicaly change your workbench screen to purple or whatever colour you fancy. It also changes the font from the usual workbench one to one that is really small. There are icons which allow you to change the one's you already use to some they have. They have also included some backdrops for you to use.

☐ ^+ **V1968 STAR TREK BACKGROUNDS**
Heres some new backgrounds for workbench all based around the Star trek T:N:G series.

☐ ^^ **V2045 ICONIAN v2.96**
OS3.0 icon editor, NewIcon support.

☐ ^+ **V2048 CALC**
Arbitrary precision calculator/language

☐ ^* **V2053 BLITZBANK V1.53 [1.5MB]**
is a very powerful personal accounts system and is ABank compatible. 1.53 fixes two important buggs of the version 1.52 I couldn't wait for having new features because these buggs were really too annoying.

☐ ^+ **V2061 BERZBENCH V1.1C**
Probably the best patterns for WB

☐ ^* **V2062 ICONO GRAPHICS V3.0**
is a collection of eight colour icons for Workbench 2 and 3. All standard system icons are included, with many additional icons (PD/Shareware programs, different types of data, custom drawers, and ToolManager dock icons). This release includes about 350 high quality icons. Every icon contains an alternate image that is displayed when the icon is clicked on.

☐ ^^ **V2063 MWB IMAGEDRAWERS**
This is a full MWB image drawers' collection, I added 42 new drawers since the first release (MWBDrws_474). I was tired of waestin' time every time I was searchin' for a particular image drawer, so I collected all the drawers I found on Aminet in a single collection. I hope this could be useful to someone else, but if you still prefer searchin' through all Aminet files... good luck!!

☐ ^* **V2064 100 USELESS PATTERNS**
102 background patterns in 2, 4, 8 and 16 colors.

☐ ^^ **V2068 JTE MAGICWB ICONS 5/6/7/8**
This package includes 90+ new MagicWB icons. JTE MagicWB Icons 6 - This package includes 37 new MagicWB icons, 1 WB pattern, 2 TMbrushes and 96 lame Pattern icons. JTE MagicWB Icons 7 - This package includes 60 new MagicWB icons. JTE MagicWB Icons 8 - This package includes 30+ new MagicWB icons.

☐ ^^ **V2069 BREATHTAKING PATTERNS**
Contains 11 photo-realistic backgrounds: Beach.png, BricksGrey.iff, Clouds.png, Confetti.iff, Mountains.png, Pebble.iff, Storm.iff, Stucco.iff, Terrace.png, Thunder.png, Valley.png. You need a PNG-datatype and a program to adjust 16 colors of your Workbench to the right colours.

☐ ^^ **V2070 MWB ICONS, PATTERNS**
A collection of really nice MWB compatible stuff. Guide included.

Emulators

☐ !+ **V0817 A500 PLUS EMULATOR**
Have amiga 500 and want workbench 2.0 then just install this disk onto your floppy 1.3 version of workbench or your HD for complete WB2 compatibility.

☐ ^* **V1178 KICKSTART 3 EMU**
Kickstart 1.3/3.0 emulator and decibel patch program will give you the option to have kickstart 1.3 or 3.x(as used in NEW Amigas) in your Amiga. This is much enhanced over the version that was given away free.

☐ ^+ **V1336 THE BBC EMULATOR**
Contains commands to allow existing files to be transferred from a BBC with DFS by means of a serial cable.

☐ ^+ **V1659 MSDOS/AMIGADOS V2.3**
This is a very interesting utility which should be useful to anyone who uses both PCs and Amigas. The tool allows you to create a directory on which you can store MSDOS commands and then they can be used through the shell as if they were AmigaDos commands. Great.

☐ ^^ **V1868 PC TASK V3.1**
is the first and only software 80286 emulator for the Amiga range of computers. Transfer files between your Amiga and MSDOS. Compatible with MS Windows 3+

☐ ^^ **V1931 ZXAM v2.0**
The latest Spectrum Emulator available. Basically it allows you to run Spectrum software on your Amiga. Requires the AGA chipset but does require WB3+ and a 68020 CPU or better

☐ ^* **V2059 FRODO V2.2**
Frodo is a multitasking freeware C64 emu for the Amiga. OS2.1 and a 68020 (or better) are required, as well as copys of the original C64 ROMs, which are not inc.

Office & Print

☐ ^+ **V0575 HOME BUSINESS PACK (6)**
QED, Text editor. Text Plus 2.2E, Word Processor. AZSpell, Spell Checker & Dictionary. BBase, A Database program. DATA EASY, Another database. BizCalc, Loan calc. LCD, Calc. SPREAD, Spreadsheet. Budget, Personal Finance. UNITS, Various conversions. CLERK, Small business accounts. SUPERDUPER, FLASHERCOPY, Copier's. TYPIST, Typing Tutor. BOOTX, Virus Killer. SYSINFO, System analyser. DOS-MANAGER, Directory program. FONTLIST, FONT MANAGER, Utilities. PRINT STUDIO, Printing Tools. (6 disks)

☐ ^+ **V1114 PRINT LABELS UTLS**
Includes various programs like DOC DUMP v2.1, ENVELOPE PRINT v1.20, INLAY MAKER v1.4, MC MASTER v1.1, BANNER v1.0, LABEL PRINT

☐ ^+ **V1279 PRINT A CARD**
Want to print a business card or any other type of card then this is the software for you.

☐ ^+ **V1222 PANASONIC STUDIO**
The ParaPlus driver is a software for controlling printers with the Commodore Amiga personal computer.

☐ ^+ **V1236 INVOICE PRINTER**
Invoice printing that we help aid any small business.

☐ ^+ **V0928 LITTLE OFFICE**
Its the all rounder do everything, all knowing, all seeing?? Well lets just say its very good.

☐ ^+ **V1179 FILE-O-FAX**
was designed to enable computer operators to be able to work at their leisure without worrying about forgetting those important meetings,what they had to do on any particular day or locating business colleagues tele no's.

☐ ^+ **V1467 AWARD CONSTRUCT**
A very handy tool for creating your very own awards and certificates. There are many styles, fonts and graphics to choose from. could also be used to make small posters, signs or leaflets. Easy to use and very effective.

☐ ^+ **V1069 PRINTER DRIVERS HP**
Deskjet 560 colour driver, Deskjet 500, Deskjet 500c, Ricoh HP1200 400dpi, Canon LBP, Canon BJ300, BJ130, BJ10e, Canon_48, Canon PJ 1080a, HP Paintjet.

☐ ^+ **V1278 MAIL-O-DEX**
An excellent way to keep names, addresses, Phone numbers, comments etc and then print out labels loads of them in 1,2,3 and 4 columns.

☐ ^+ **V1044 FANCY PRINTING**
BANNER v1.4, GRAPH PAPER v1.2, DISK PRINT

☐ ^+ **V1357 CITIZEN MANAGER**
The Citizen Print Manager has been designed in conjunction with Irseesoft.

☐ ^* **V1051 EASY CALC PLUS**
is a spreadsheet designed to be both easy to use and fast. If the program looks nice, that woulan't to be bad either. Unlike other software where the author writes the program first, then bolts on a help system, I have designed the help into the program from the beginning.

☐ ^+ **V1184 AMIGA DIARY**
Amiga Diary is a mouse driven diary capable of storing all personal events and the perfect solution to all those forgotten birthdays, missed appointments etc.

☐ ^+ **V0366 600 BUSINESS LETTERS**
Over 600 Standard business letters on this disk. Can be used as they are or insert parts into your own letters

☐ ^+ **V0782 FORMS UNLIMITED**
Designed to help you design and print different forms. There are a wide number of options and controls which allow you to draw simple boxes, lines, etc in order to create forms for many different purposes. Good.

☐ ^+ **V0390 AMIGA FOX DTP**
The first amiga PD Desk Top Publishing program. Excludes various extra features over the old Word processor, Test Editor, Graphics editor and loads more.

☐ ^+ **V1680 AWARD MAKER 2**
This is a very good tool for the creation and printing of Awards and certificates. There are hundreds of types to choose from then you can choose a font a border and also some of the text etc. Very good results.

☐ ^+ **V1751 PRINTER DRIVERS**
CANON600 v2.0, EPSON FX 850 v1.0 & LX 800, HP4DRIVER v36.8, HP4LSETTER v2.01

☐ ^+ **V1858 DB V2.5**
Small/fast database program that I wrote after having tested numerous other PD database programs and always found something lacking or irritating me. They might have dozens of features not found in db, but they lacked font sensitivity and a standard GUI look & 3.0

☐ ^+ **V1862 INVOICE DATABASE V2**
Intra is a rather simple, but therefore easy to use database program that was especially designed to deal with invoice information. Everybody, as we like it.

☐ ^+ **V1865 LEGAL FORM GENERATR**
Generates custom do it yourself legal forms. Database includes forms useful for EVERYONE, plus specialised forms for real estate, small businesses, landlords, employers, etc. Can save you THOUSANDS.

☐ ^+ **V1995 BEGINNERS TYPING TUTOR**
This is by far the best typing tutor for years I have seen on the Amiga. It is worth every single penny. It consists of two games, one is called the letter game and the other one is called the word game. On the word game you have to type a word in before the timer runs out. A must for all typers.

☐ ^+ **V2003 REM DATE V2.0**
Rem Date is a calender, reminder and filofax all in one. I found it quite good to use and would definetly buy the registered version which is avaible from the author.

☐ ^+ **V2019 TEXT ENGINE v3.0**
Allows you to make your every own letters and documents then print or store then on disc.

3d & Graphics

☐ ^+ **V1247 TEXTURE MAPS (ABC)**
A collection of textures for use with the any program that will take high res textures.

☐ ^^ **V1554 IMAGINE BUDDY (AB)**
Here's some features of the new interface: Draggable and Sizeable text and index windows ☐ Button Gadgets for the Search and Move functions Improved Searching. The text is now positioned at matching hypertext links and all matches are highlighted for visibility.

☐ ^* **V1229 MAIN ACTOR V1.53**
This is an all round animation utility that will create, playback, time and edit animations of any length or format (including graphics cards). Very good. (AB)

☐ ^* **V1811 IMAGESTUDIO V2.0 (AB)**
is written for the casual graphics user who wishes to convert or manipulate various graphics formats on a modest Amiga system.

☐ ^* **V1891 IMAGEDESK V1.6**
Will catalog picture directories by generating small representants of the pictures, so called thumbnails.

☐ ^+ **V1907 POVRAY RAYTRACER**
Renders in a window on a public screen (even Workbench) with colour sharing. simple HAM/HAM8 support autodetects Cybergfx Screen and renders in direct Colour (15/16/24Bit) if possible.

☐ ^+ **V1916 XFIG V1.2**
This is an Amiga port of an X11 structured drawing tool that lets the user interactiely create and manipulate on objects such as lines/circles rectangles/splines/text and other elements. Xfig can produce output in several different formats: Encapsulated PostScript, IBMGL (HP/GL), Pic, PiCTeX, LaTeX, box, epic, eepic, eepicemu, textyl, tpic, X11 Bitmap, X11 Pixmap and gif.

☐ ^+ **V1922 REAL 3D V2.X OBJECTS**
Objects are pretty large in size, espessially the 4 cylinder engine, you might run out of memory pretty fast. My Amiga 4000EC30 + FPU is now equipped with 18MB RAM, and I can now raytrace all of my objects.

☐ ^+ **V1925 SPACEDOCK STATION**
* 1.3Mb, so you'll need a healthy chunk of memory. * No Slicing was used in modelling, to keep things as small as possible. * Space Doors open using the new States function. * Marquee of Space Door lights.

☐ ^+ **V2042 RAY STORM v1.11**
Fast raytracer with many features

☐ ^+ **V2047 SVIEW v5.10**
SuperView V5.10 + Library 12.2

☐ ^+ **V2057 IMAGINE OBJECTS 1 (AB)**
Contains a selection of objects and extras for imagine -

Comms

Why not check out our BBS (0181) 2510077

☐ ^* **V1745 TERM V4.2 [030]**
latest version of this very well known comms terminal program. Version 4 has even more features and although it is not for beginners it is probably the best available.

☐ ^+ **V0979 NCOMM V3.0**
Is a comms program based on Comm v1.34 with lots of very nice enhancements. Has new functions over v2.0

☐ ^* **V1722 AMIGA TO PSION S3/A**
is a implementation of the Psion link protocol which is e.g. built into the Psion S3/S3a ROM. It's main purpose is to provide vice versa nfs like file access.

☐ ^+ **V1852 FINALFAX 95**
This is one of those arexx macros which are very handy for automating the more tedious jobs on your Amiga. This one allows you to select options for GPFax from within Final Writer. That means that there is no need to switch from Final Writer to Workbench.

Educational

☐ ^+ **V1079 KEYBOARD TRAINER**
This program only concentrates on basic keyboard skills, and is in effect, still a Beta Version, I think you will find it a vast improvement on most so called tutors.

☐ ^+ **V0793 AMIGA BEGINNER**
You asked for it! A tutorial for the beginner on using your amiga! Covers the CLI and Workbench, its great for learning about the Amiga. Also contains numerous beautiful 16 colour icons for WB v2.04.

☐ ^+ **V1845 DPAINT 4 BUDDY (AB)**
Will teach you how to use Dpaint 4. It works by running along side the well known paint package providing hands on demonstrations of the various features. It is a very good way of learning a program so you want to learn DPaint then this System is one of the best ways.

☐ ^+ **V1881 AMIGATRAINER**
very powerful & flexible program to learn foreign languages. You enter the words yourself, so they aren't related to any special language, school or book. every word there are 2 additions to enter.

☐ ^^ **V1897 GEOGRAPHICAL ATLAS**
AmiGlobe is a geographical atlas that allows you to navigate in the world map, zooming everywhere, get country data, etc. Requires 2Mb of RAM. (AB)

Music

☐ ^+ **V1269 THE OCTAMED TUTOR**
Welcome to the Octamed Tutor, a simple guide through the basics of this excellent music program.

☐ ^+ **V1207 OCTASTUFF**
Welcome to OctaStuff, a disk based around work with OctaMED 3 and 4.

☐ ^+ **V1882 ART OF NOISE TRACKER**
NEW tracker, NO ProTracker Clone!, 8 channels, fm synthesis, drum sequencer, wave table synthesis.

Tips and Cheats

☐ ^+ **V1416 EYE OF THE BEHOLDERS**
This disk contains a selection of utilities and software for Eye of the Beholder II, like end of level saved game file, Eye of Beholder 2 special quests explanation, EOB2 Character Editor, Eye of the Beholder Solution, GIF pictures of all 12 levels in Eye of the Beholder.

☐ ^^ **V1687 (AGA) FIXES VOL 1**
This program disk will help AGA machine users get some added compatibility out of their older software. Don't forget many supposedly incompatible programs will work on the AGA machines by suitable adjustment of the boot options. (Hold down both mouse buttons).

☐ ^+ **V1773 ACTION REPLAY CHEAT**
This disk has on it a text file which contains loads of codes for those people who have action replay devices. There are cheats for hundreds of games. Good.

☐ ^+ **V1468 GAMES HD INSTALL**
This disk provides you with the software needed to install certain games onto your A1200. The games that this disk can install are BodyBlows, Goal, Lemmings 2, Superfrog, and Walker. Could be very useful.

☐ ^+ **V1662 HD GAMES INSTALLER 2**
Contains a variety of hard disk installer's for a few well known commercial games. These games are as follows: AlienBreed 2 AGA, Jungle Strike, Assassin (Special Edition), Body Blows, Goal, Ishar 2, Zool 2 AGA, Ruff and Tumble, Body Blows 2 AGA, StarDust, Super Frog, Walker, Rise of the Robots, Bubble and Squeak, ElfMania, Aladdin AGA and Motal Kombat 2. Great.

☐ ^+ **V1885 NEW HD INSTALL**
Hard Drive Install scripts for 3 games, Beneath a steel sky Flashback King's Quest VI. New updated version (small bugs fixed from last version).

☐ ^+ **V1988 DUNGEON MAPPER V0.3**
This is the first version of something called Dungeon Mapper. It will work on Workbench 2+. It allows you to design your own maps for games like Dungeons and Dragons which can be very useful. It also has Tetris on it if you boot it from Workbench.

☐ ^+ **V1994 CHEATS COMPILATION**
This disk is a demo which gives you a taster of what you can have if you buy the regestered version. The demo gives you a choice of about 15 games to chose from.

☐ ^+ **V2040 SW CHEAT v4.5**
Over 950+ game hints/cheats.

☐ ^+ **V2041 F1GP Ed v3.03**
Formula One Grand Prix / WC Editor & F1GP-Ed non-english translation files & Track data for GPDisplay

☐ ^+ **V2056 TREK-THE GUIDE V1.6**
Trek-The.guide is a complete Star Trek Database. It contains a listing of all the Trek series' complete with an episode synopsis, original airdate.

☐ ^+ **V2000 BACK DOOR V6.0**
There are cheats & tips for hundreds of different games including a lot of recent titles. There are even long entries for games such as Dune II, which is a tactical game, detailing good methods of play

GAMES

☐ ^^ **4431 BEST AGA TETRIS**
Best pertamino tetris graphics, musics, 100% assembler

☐ ^+ **4434 BLACKDAWN v2.1**
3-level Dungeon Master style Alien Breed- charge around the maze levels, shoot lots of aliens, find the lift & move on. but do it in 1st person perspective view.

☐ ^+ **4442 SCORCHED TANKS V1.85**
Artillery tank game. Contains loads of goodies like 70 weapons and 13 shield types as well as new goodies.

☐ ^^ **4449 PSSST**
This is a 1990's version of the old Spectrum Classic PSSST Main features include: - 256 Colours. - Real Time frame rate. - No C code !!! (I Hate C) - Nice end of game sequence. - Three Levels of play.

☐ ^+ **4451 LAST LAP**
is a car game for one or two players. It is excellent in two player mode. There are about 10+ different tracks for you to race around. Some of them are quite easy at the start but as you go on they get a lot harder. On the tracks they have these squares which if you drive over it shoots you on even faster they you are already going.

☐ ^+ **4452 SPELL TRIS**
Tetris style game but the main difference is you use letters instead of just shapes.

☐ ^+ **4454 BATTLE TRUCKS**
is a one or two player game in which you choose your own truck and then buy it. You can add nitros, new motors or even buy a brand new truck with your winnings from your races.

☐ ^^ **4457 SCREECH V1.5**
This demo ame offers you the oppurtunity to run anything smaller than your car over! Improved graphics are on the way (whoopee)). Req 020's with 1MB chip ram and .5MB fast ram or 030's with 1MB chip ram or 700kb chip ram and 300 kb fast RAM.

☐ ^+ **4459 SUPER EARTH DEFENSE V1.5**
is a classical shooting game.

☐ ^+ **4463 BOULDERDASH 64**
A complete OS-friendly (multitasking) Boulder-Dash with C64 graphics and sounds. 68020+, AGA only (DHNTSC required), KS V39, asl.library, powerpacker.library. Smooth scrolling 1275(!) original C64 levels+sounds, Cheats, Joystick and keyboard control, User definable games and levels, two player game.

☐ ^+ **4464 BREAKIN' BRIKS V1.0**
Great version of the very cool Breakout type game. For AGA Amigas only. Works with 2Mb CHIP memory! - Improved performance with FAST mem. Great GFX.

☐ ^+ **4465 CHAMP'SHIP MANAGER ED**
It was written because we had played the game to death & were looking for a way of putting some interest back.

☐ ^^ **4466 DPACMAN AGA**
15 levels and 5 bonus levels. The registered version has 50 levels and 15 bonus levels and extra gfx and other improvements.

☐ ^+ **4467 JOUSTER 3**
If you haven't heard of the good old favorite, Joust, then you're a pretty young or fairly old dude. :) Anyway, this game brings Joust to the Amiga and also has improvements such as powerups, etc. You can even have a pterydactyl as a steed. For 1 or 2 players. Check it out.

☐ ^+ **4468 PATCH LEMMINGS 2 TO HD**
Patch to allow Lemmings2 to run from hard drive.

☐ ^+ **4469 CRITICAL HIT**
is a highly detailed fantasy combat game, which re-creates tabletop war gaming on the Amiga (requires 1 MB RAM). A strategic war game with excellent graphics, 3 D landscapes and a wide variety of fantasy combat figures and scenery - Campaign and map designer.

☐ ^+ **4477 WIZZYS QUEST**
is the best PD platform/puzzle game I have EVER played, so despite its bugginess (see below) I thought I'd upload it to Aminet. Wizzys Quest has 50 levels, getting progressively harder.

☐ ^+ **4479 BOB THE AMAZING LEMON**
Amazing Pac Man clone which features a level editor, changeable music and many different wall and floor types including appearing walls, ice and water.

☐ ^+ **4485 LEGEND POUNDS ISLAND**
Here we have an adventure game. Half graphical, half text based this game is played almost entirely using the mouse. Backdrops with objects to examine or use

☐ ^+ **4486 MASH**
An excellent game. You choose to control either a Spud (a potato on legs!) or a Tank. You then need to tackle a whole load of obstacles in order to get the enemy on the other side. Great graphics, great sound an allround classy.

☐ ^+ **4488 PSYCHEUAL**
An Alien Breed clone. You are a bloke with a machine gun who has to run about each level shooting other people and aliens. The level graphics are good and show a lot of detail plus the gameplay is not too easy either.

☐ ^+ **4552 H.E.R.O**
Something is going to happen. A big interactive event is going to take place. We are about to release a game which we had to miss for a long time now (too long if you ask me!). Coming soon is an Amiga version.

☐ ^+ **4553 ARMORED COMBAT EDITION**
Full version of pete w storonskij'S mangled fenders: Armored Combat Edition! Drive tanks from six different countries in a demo-derby game with weapons! This FULL VERSION is freely distributible, as long as all files are intact and present. Uses Memory Conservation Protocols to make sure the game will run on low memory

☐ ^+ **4555 TRAIN DRIVER SIM V1.6**
Profile chart generated in real time showing next 10 miles - Fog, in addition to Dry/Wet - visibilty 100 yards, very slippery rail - Data updated and more crossovers added between Crewe and Carlisle - Key press detection improved - Now creates timings for any custom train : If, on the Startup screen, you type in a different Code from the built-in trains in the Save drawer, and then set all other parameters, and then click OK, the program will look in Trains/ and see if a file exists for that train.

☐ ^+ **4558 INTMERCS**
Rebelstart type strategy game. Requires 2MB. For one or two players. Complete with four scenarios.

☐ ^^ **4559 WORMS MAPS**
These are a buncha maps me and my flatmates made for the amiga version of worms.. Descriptions as follows :- TUNNEL.WRM Underground warfare. ISLANDS.WRM Ninja Ropetastic!. SCREAM.WRM Version of pic I found on AMFormat Gallery. TRIPTOWAR.WRM Weird, spacy theme, with shafted palette (Was called NECROMUNDA.WRM in previous release). NECROMUNDA.WRM Ohh..You'll LOVE this one. BEN2.WRM Another shafted palette. But kewl though.

☐ ^+ **4560 DUNGEON HERO**
Fantastic RPG like Dungeon Master

☐ ^+ **4561 ELDRITCH V1.35**
Top-view adventure hack-and-slash.

New Utilities

☐ ^+ **V2073 PRO-LOTTERY 96**
Don't believe that lottery prediction is possible? Have a look at Pro-Lottery, and you might find that you begin to think otherwise! It DOESN'T pretend to guarantee you a jackpot win, but it does genuinely improve your chances of regular small-medium wins. Ideal for syndicates or individuals.

☐ ^+ **V2074 PRO-FOOTBALL**
An extremely easy to use, yet powerful prediction system for use on both football pools and football fixed-odds. Evaluates each match, and presents you with the most likely outcome.

☐ ^+ **V2075 PRO-GAMBLE V2.2**
An easy to use, yet surprisingly accurate, horse race prediction system. Requires little racing knowledge - just any daily newspaper and 20 minutes! Generates predictions in a useable format (eg: Placepot), and can even calculate your winnings for you!

☐ ^+ **V2076 PRO-GREYHOUNDS**
As Pro-Gamble, but for the dogs - very user-friendly.

☐ ^+ **V2077 BOOKIE BEATER**
Ever been unsure as to which selection in an event you should back? Bookie Beater allows you to bet on more than one, safe in the knowledge that you'll make the same profit no matter which one wins! Can be used for any 'bettable' event.

☐ ^+ **V2078 EASY CALC V2.0F**
Fast and good-looking spreadsheet

☐ ^+ **V2079 EVERYDAY ORGANISER V1.1**
Versatile Multi-Program Personal Organiser system. Second Release.

☐ ^+ **V2080 FINANCIAL ACCOUNTS**
is a shareware accounts program that can be used to help run a small business, or just to keep track of household and personal finances. Various reports can be listed and printed that analyse various aspects of your accounts, ie income and expenditure, VAT, budget progress, account statements, networth, portfolio, etc.

☐ ^+ **V2081 PAGESTREAM 3.0I FREE UPDATE (ALL VERSIONS)**
To reduce the amount you need to download, we have provided patches from all recent versions. Most people should just need to download a single patch (two files). If you have an older version, the most you will need to download is two patches (four files).

☐ ^+ **V2082 APTBBS V1.00 - BBS**
is a free unrestricted BBS program. It is hoped that regular users will wish to register their version to show their support. But meantime they can fully access the software to see if it suits their purposes.

☐ ^+ **V2083 CITADEL BBS V3.42.Q12**
This is the Citadel BBS program. This version will run on any CPU and should run on any Amiga Model with at least 512K and 2 floppies!

☐ ^+ **V2084 DAYDREAM BBS V1.20**
DayDream BBS is a shareware BBS program. DayDream BBS is a conference based BBS program like AmiExpress, PCBoard, LogicBBS etc.

☐ ^+ **V2085 ROLE-PLAYING GAME BBS**
This archive contains the executables, support files, fonts, and libraries. It is all you need to run the program. Although disks #2 & #3 are optional, they contain special support files and documentation that really make this program shine.

☐ ^+ **V2086 VISUAL E DEVELOPER PROFESSIONAL V0.9**
Visual E Developer Professional V0.9 DEMO ©1996 Per Jonsson. A visual develop-environment, like Visual Basic. Requires the language E. Click and drag to make your applications. Write the code in event functions, like Visual Basic. Supports public boopsi gadgets. Visual inherite windows. Layout-functions like spread and align.

☐ ^+ **V2087 MISC DISK UTILS**
A selection of disk system utilities to format bad disks, undelete files, create your own disk bootblocks, compare files, show black usage, split larger files, virtual floppy disk utility, Noise saver for floppies and hard drives and much much more.

☐ ^+ **V2088 BACK-IT-UP 5**
Contains a selection of Amiga backup software for your hard drive needs. ABackup v5.11, BackMan v13.0m, DBackup v23.4MUI, Fitter, PCRestore and usdrack v9.2

☐ ^* **V2089 AGA EMULATOR V1.0**
Emulate AGA-chipset on your Amiga.

☐ ^+ **V2090 OCTAMED 5 TUTORIAL (A-D)**
Is the complete OctaMED V5 Companion in Amiga.Guide Format. We have now released it as Freeware. (copyright retained).

☐ ^^ **V2094 FANTASY BACKDROPS MWB**
I made these backdrops since I didn't think there were any nice backdrops that utilized the wonderful MagicCopper program. My icon with the appropriate settings for everything is included.

☐ ^* **V2095 FANTASTIC W/B V2.0 (AB)**
New Magic.WB2.0-style collection, high quality, RI-standard size Icons, Brushs and other MWB-stuff.

☐ ^^ **V2098 TWISTED MAGIC W/B**
Twisted Magic Workbench features 27 twisted AGA pictures for use with your workbench as a background. Look at it this way: instead of that boring grey screen you now get a twisted picture with a REAL FULL AGA copperlist. This is generated by a tiny program called Magic Copper, which you can find in the 'Misc' drawer of this package. You also require the MagicWB 2.0

☐ ^+ **V2099 DEEPSPACE 9 PICTURES**
This pic is complete with StarTrek Logo. This is my latest StarTrek project. It was finished 12/4-96 after about 1 week of work. Effective modelling time was about 20 hours. Rendering time for 800x600 is about 5 hours with GLOW on a 28Mhz 040 and 32Mb of ram. The project file will also be uploaded to AmiNet.

☐ ^+ **V2100 VOYAGER PICTURES**
Closeup on Voyager from above. Modelled in Real3D v3.3. 1024x768. By Anders Erlandsson.

☐ ^+ **V2101 WEB PAGE MAKER (AB)**
This Web page editor is unique and REQUIRES NO KNOWLEDGE OF HTML. It's easy point and click interface makes Web page creation a snap. The Appetizer is an appetizer for the soon to be released full featured Commercial editor, Page Monster. Appetizer is fully functional using OS 3.0+, but will also run with OS 1.3 with some limitations. Enjoy!

☐ ^+ **V2103 PRINTER UTILS & DRIVERS**
New updated printer drivers and utilities. HP_CONTROL.LHA (93K) Setup tool for HP-printer V1.65 LJ4800ST121.LHA (45K) LaserJet4 Printer-Driver Package 1.21 PRINTER-SPOOLER.LHA (82K) Printer spooler. V1.1 PSUTILS_V1R16.LHA (183K) Manipulate postscript files v1r16

☐ ^^ **V2104 HDCLICK V3.0**
HDClick is a program-selector/HD-menu. With HDClick, programs can be started very easily by selecting gadgets with your mouse. You can choose between a Screen or only a small window on the Workbench. HDClick also has an AppIcon and AppWindow-function that make it possible to easily view pictures, texts or decrunch files by dragging icons on the AppIcon/AppWindow.

☐ ^* **V2105 BOOT & C COMMANDS**
Contains various simple little utilities which can be used within your startup-sequence or from workbench, Blank the Border, Gadgets for Workbench, Bootscreens, Kickmapper, workbench sounds, system spped hacks, start a program, softboot, and the best launcher for your aplications.

☐ ^* **V2106 WINDOWS 95 TASKBAR**
Contains various programs to enhance your workbench with windows 95 utilities for the Amiga.

☐ ^+ **V2107 RAINBOOT**
is another bootpicviewer, but it also has several extra goodies. Here is a small list of some of the features: , Shows IFF-ILBM files. HAM is not supported, because it would mess up with the text output, Different view-modes are also supported, Displays config (and more) while loading on screen, Plays normal IFF-samples.

☐ ^+ **V2108 VIRUS WORKSHOP V6.1**
Latest version of VirusWorkshop.

☐ ^+ **V2109 MAD HOUSE BLANKERS 2.1**
is a modular screen saver like others. We tried to make the main program (the 'server') more configurable and to program nice blankers - here is the result, we hope you like it! 60+ modules.

☐ ^+ **V2110 IMAGE DESK V3.0**
is a program to catalog graphics archives by generating small representations of pictures, so called thumbnails. Those thumbnails are internally being expanded into objects which include all essential data of its represented picture.

☐ ^+ **V2111 ROUTE GERMANY (ENGLISH)**
This is a german of Amiga Route 2.0. It's fully localized, but the english documentation isn't finished yet. I will release the english version, when the docs are finished.

CODE REFERENCES

^+ Works on all machines
^* Req Workbench 2.0 or above
^^ Req Workbench 3.0 or above
(ABC) Product has ABC disk (ie, three)

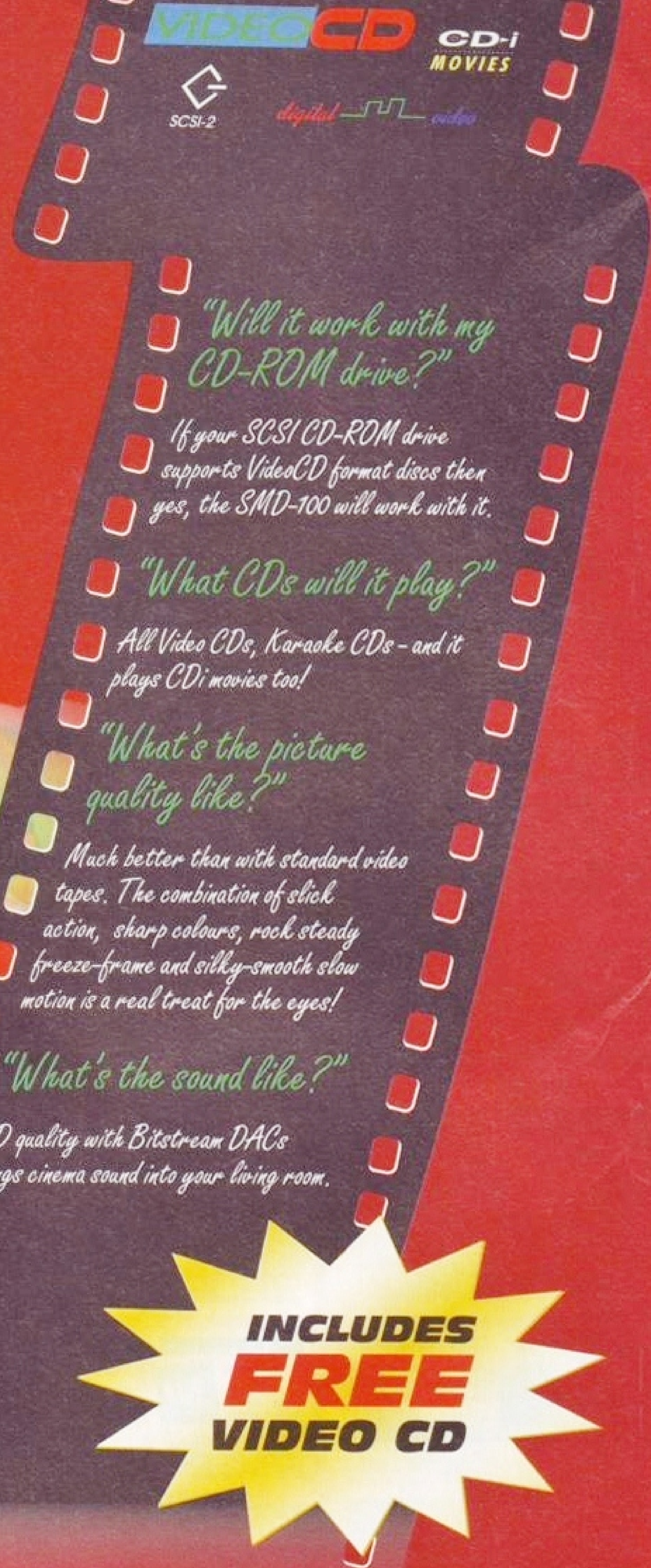
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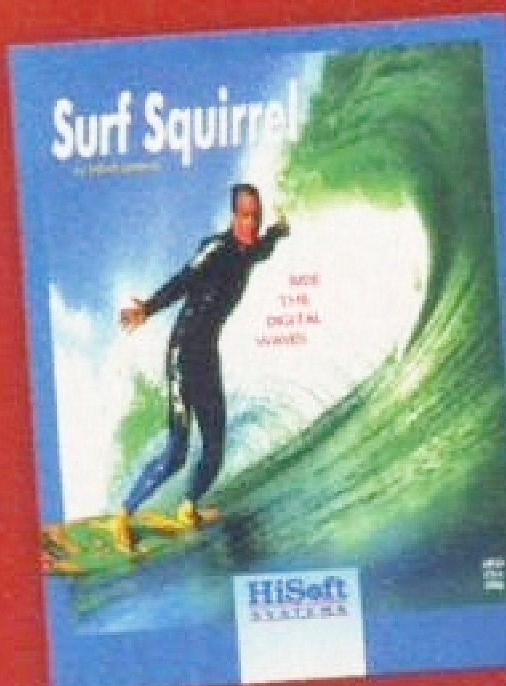
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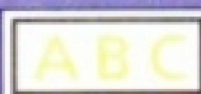
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ART EFFECT P58
Ben Vost has used those hideous team photos to try out the multitude of features found in *Art Effect*.



BLOBZ P34
Guide your blobz safely home in this addictive *Lemmings* clone.



EPIC ENCYCLOPEDIA P62
Learning can be fun as **Graeme Sandiford** found out when he looked at this encyclopaedia.



SMD-100 P64
If you didn't spend all of your time in front of your monitor already, here's the perfect excuse.



GAMEBUSTERS P41
Andy Smith has played so many games in his time he will be hosting lectures on them soon.



WORKBENCH P69
Got a problem? We have the answer when it comes to your Amiga.



AMIGA.NET P76
Darren Irvine turns all sporty on us in this month's look at the Internet. On me 'ead son!

Month In View

Parting is such sweet sorrow, but *Amiga Format* moved out of the office it had used for the past seven years...

This month has seen more trials and tribulations than normal. For the first time in seven years, *Amiga Format* is in a new office. The move was prompted by Future Publishing's inexorable expansion plan and so we were forced to pack all our belongings into crates and get the removal men in.

Once we had filled nearly forty crates with assorted day-to-day junk, such as our beloved Amigas and the Macs we lay the magazine out on, we realised that there was a wonderland of Amiga hardware and software we hadn't even touched yet in the *AF* cupboard. Just looking in through the door was like a trip to the heady days of Commodore. Boxes labelled "*3D Construction Kit*", "*Excellence2*" and "*Broadcast Titler*" met our enquiring eyes.

The big problem was where we would store all this Amiga history. Fortunately though, the building we now find ourselves in has a dungeon (into which hapless contributors late with their copy were thrown) and now the bones have been cleared out it actually makes quite a good library for all those A500 add-ons, A3000 carcasses, copies of *Turbotext*... and with a bit of luck, the next ten years worth of Amiga hardware and software...



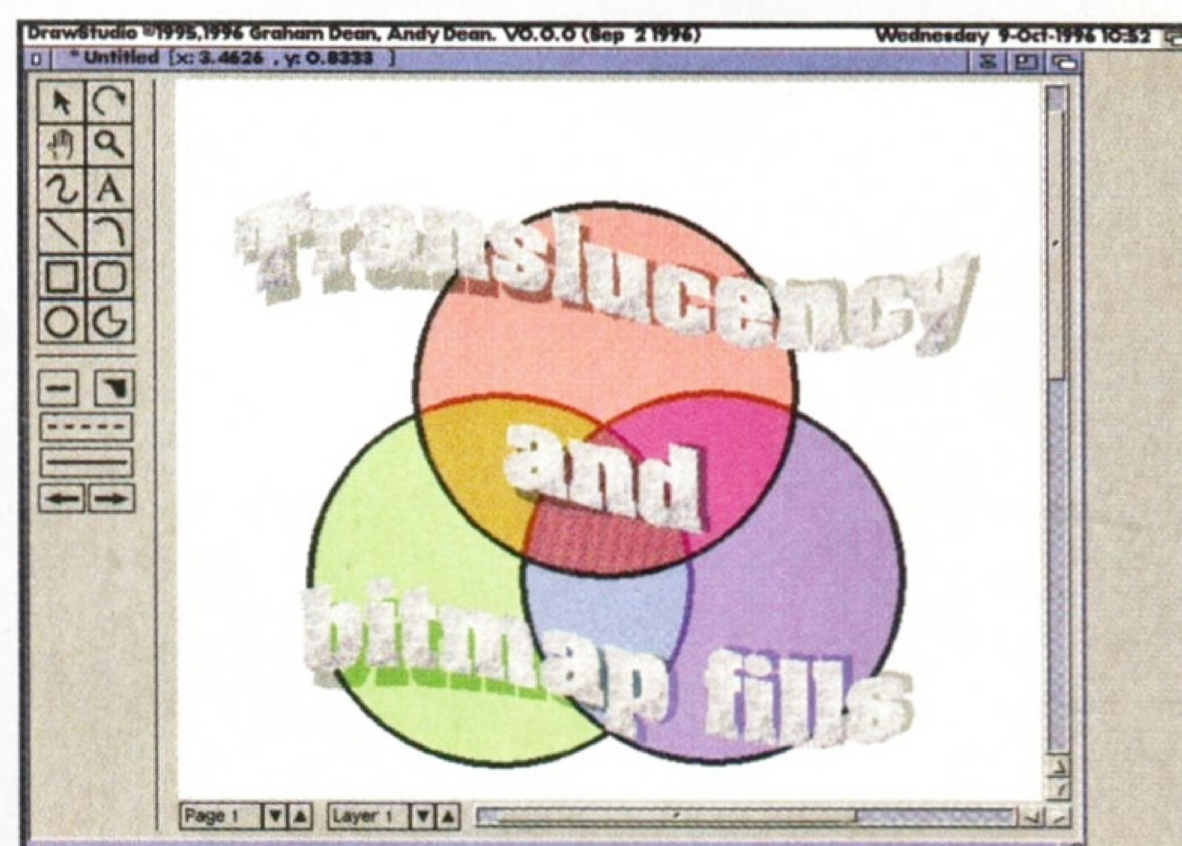
Nick Veitch, Editor

AMIGA FORMAT CONTENTS

ISSUE 91 DECEMBER 1996

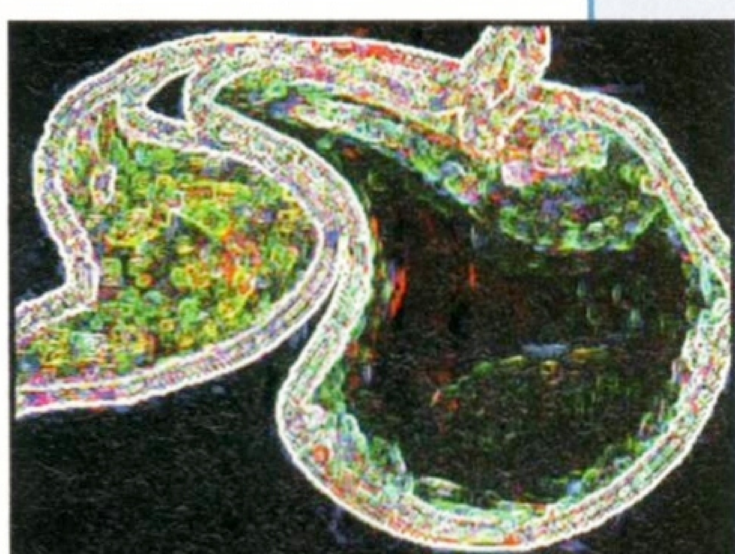
AF NEWS





AF SERIOUS









AF CREATIVE



AF REGULARS



COVER FEATURE

BARGAINS AHOY!



It's not always easy, these days, to find good suppliers of Amiga products. So we went shopping ourselves to see where you can get a range of Amiga goods at reasonable prices. The results of our survey will help you make your Christmas list.

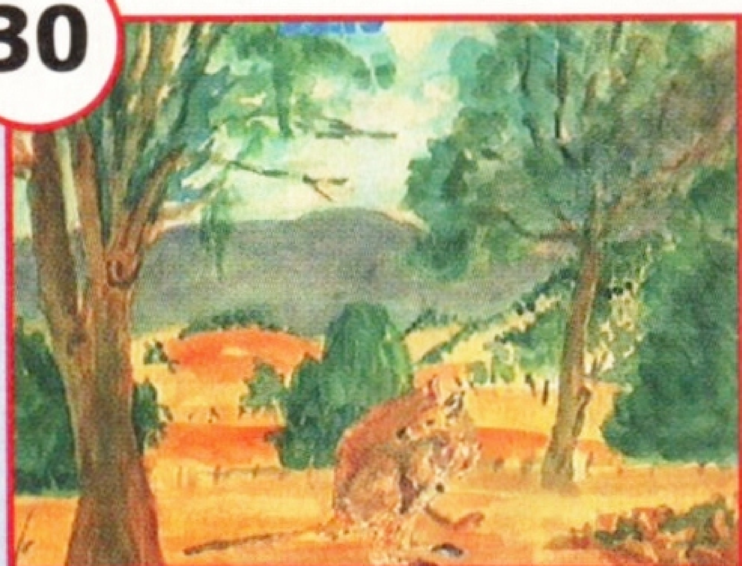
page 17



EMULATION

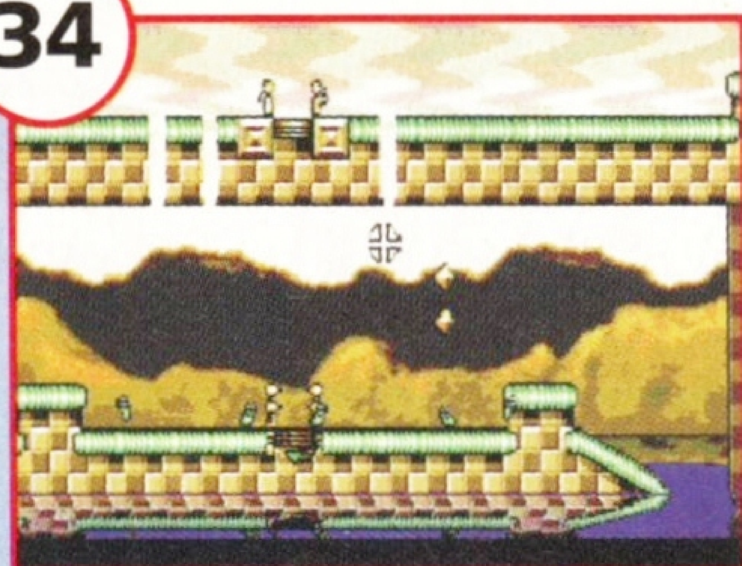
SCREENPLAY

30



Kang Fu: You can call him Klont.

34



Blobz: Guide your blobz to safety.

37



Reader Games: The winner.

Coverdisks

Data Chrome



Sneech



CD-ROM





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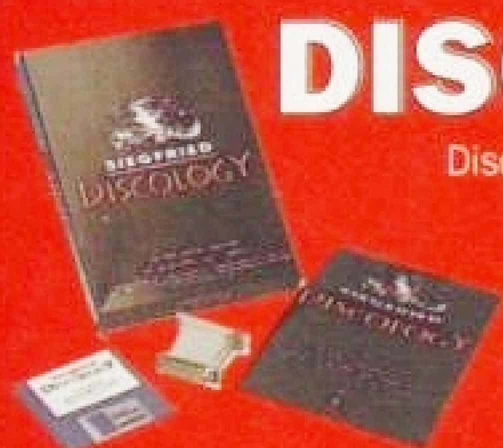


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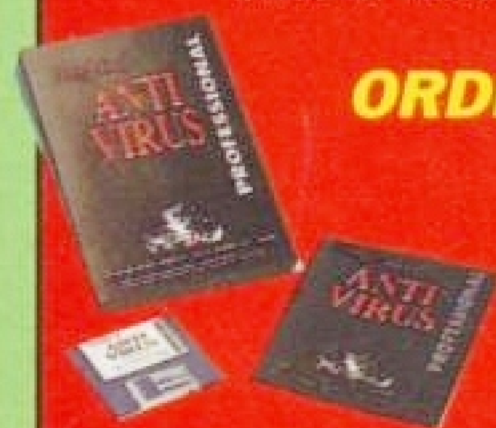
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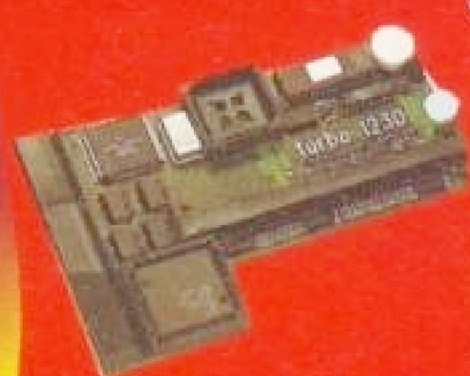
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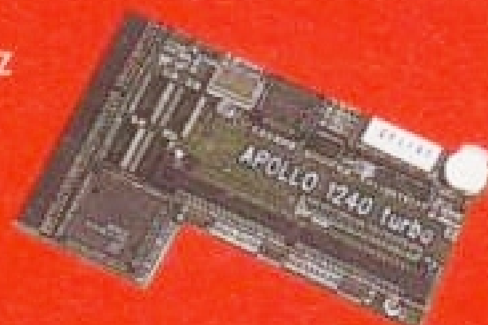


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Our high speed 2.5" IDE hard drives for the Amiga A1200 & A600 computers come complete with fitting cable, screws, partitioning software, full instructions and 12 months guarantee. All drives supplied by us are formatted, partitioned and have Workbench (WB2 for the A600 and WB3 for the A1200) installed for immediate use. Fitting is incredibly simple; if you can plug the mouse into the mouse socket, you can plug the hard drive into the hard drive socket.

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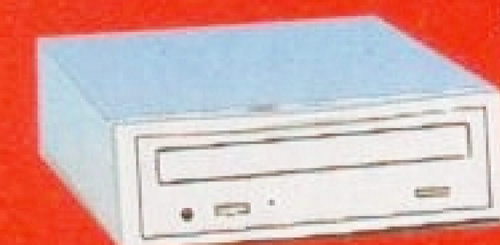
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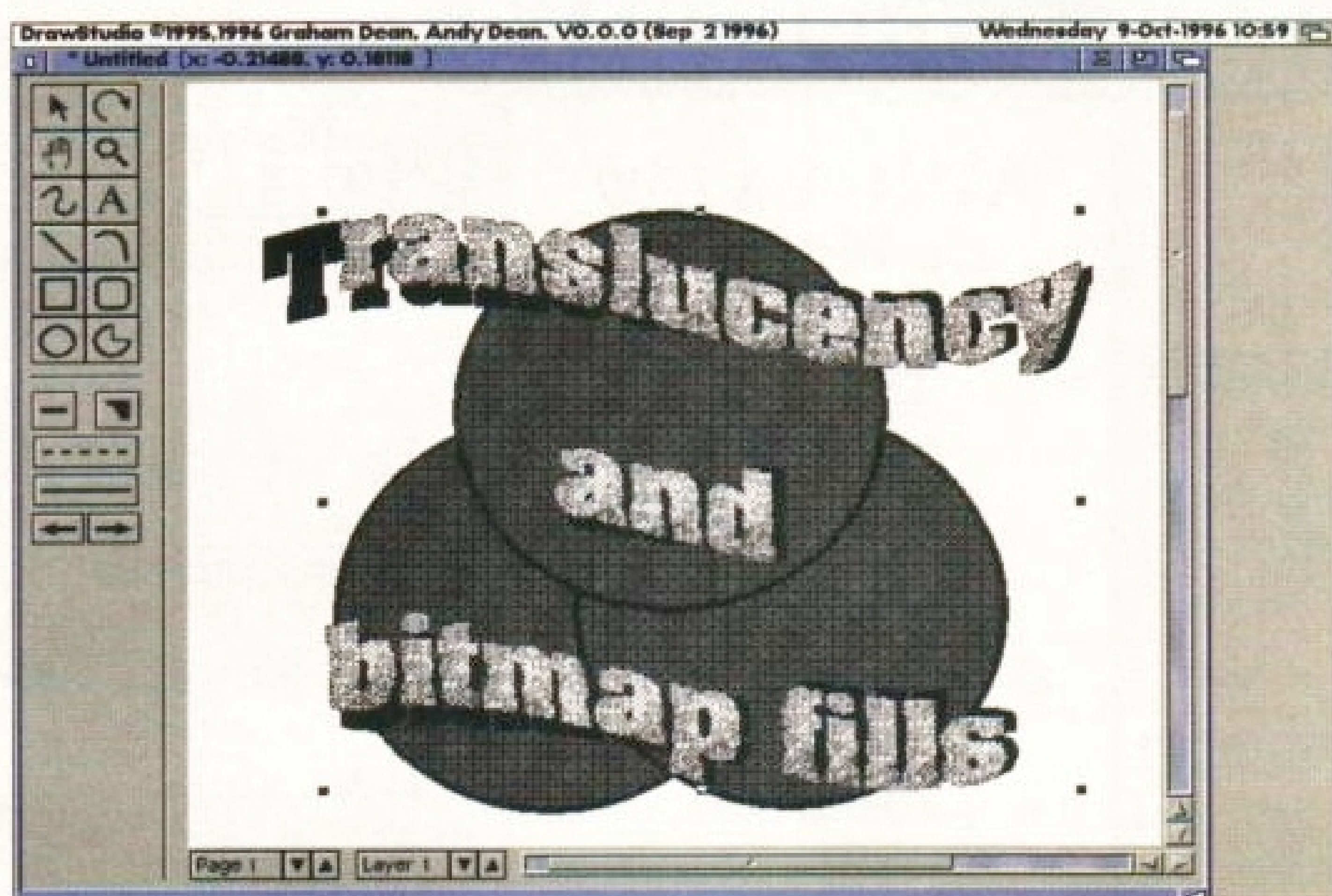
DIRECTIONS:

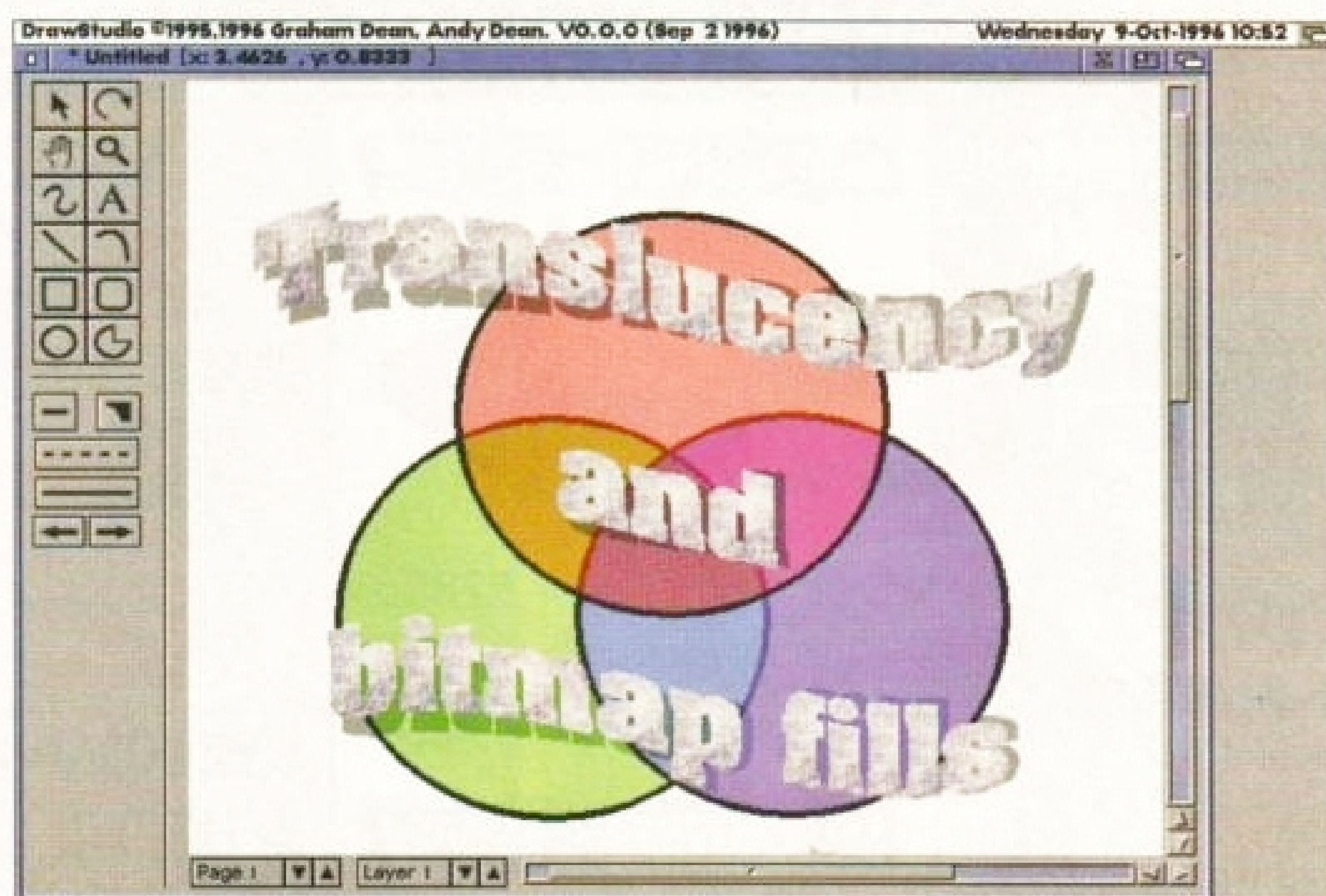
From the M62 Junction 17 head towards Bury. We are 50 yards on the right hand side after the third set of lights. The door to our premises is next to the florists opposite the Masons Pub.

All prices include VAT. Postage and packing will be charged at £3.50 per order (U.K.), £7.50 Europe and £12.50 rest of the world.

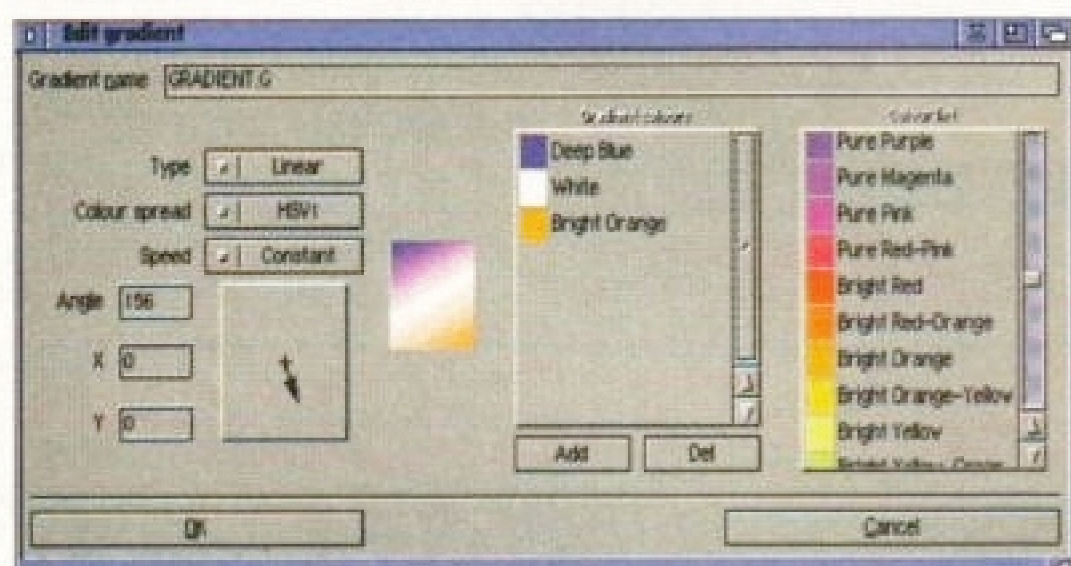
AMIGA FORMAT news

Back to the Drawing board

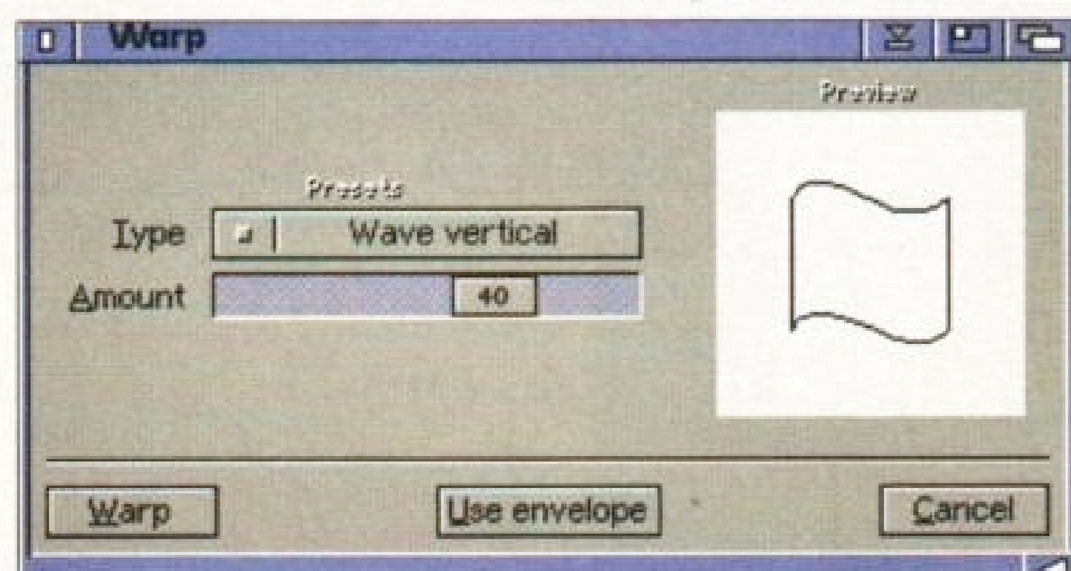




ABOVE: A 1-bit display mode is really fast to redraw, but doesn't look a patch on the pseudo 24-bit display on the right which shows translucency properly.



I wish all the graphics packages I owned had a Gradient editor as good as DrawStudio's.



Wiggle your bits! DrawStudio's Warp tool can even warp postscript fonts without turning them into Bezier's first.

Graham and Andy Dean are probably England's best-known shareware team. They created *ImageStudio* and are now about to release a new program onto the unsuspecting Amiga public. The program in question is called *DrawStudio* and aims to do for the vector drawing market what *ImageStudio* did for image processing community.

In development now for over a year *DrawStudio* fills a big gap in the Amiga's professional software range since *Art Expression* and *ProDraw* stopped development.

DrawStudio supports EPS and DR2D, the IFF vector drawing standard, but can also import bitmapped images for use as fills for vector objects, text and backgrounds, and export bitmapped versions of vector images for programs that don't support structured drawings.

The display can be set in a variety of different ways to optimise it for speed when editing, or looks when viewing your project. There's even a 1-bit mode where you'll be able to check out how your project will roughly look when printed to a mono printer. Also a first for structured drawing packages on the Amiga, *DrawStudio* supports transparent objects. You can now overlay a translucent piece of text over a bitmapped background, a feat never before possible using Amiga software.

The alpha version we have in the office is already a joy to use and features such as text on a curve (you can already warp Postscript fonts) and the ability to export projects as bitmaps (where the resolution can be optimised for your printer) and EPS will be added by the time the program is released.

DrawStudio uses MUI 3.3, for a user interface that is good looking and surprisingly fast, and requires an FPU. The program will be available at a price of £59.95 for the floppy disk version or £79.95 for the CD version which comes with lots of extra stuff.

Contact our very own Larry Hickmott at LH Publishing for further details on: 01908 370 230, by fax on: 01908 640 371 or via email:
larry@em.powernet.co.uk

MORE AMMO FOR CANON IN THE PRINTER WARS

Canon have just fired a salvo of new printers across our bows here at *Amiga Format*. The two new models, the BJC-620 and BJC-4550, are both based on Canon's bubblejet technology patented back in 1976 when a researcher accidentally touched a soldering iron to a hyperdermic syringe needle filled with ink (why? – ed.), but the BJC-4550 features a new technology called PhotoRealism which promises sharper colours, greater resolution and faster results than ever before.

The BJC-620, a direct replacement for its predecessor the BJC-610, also prints at 720x720 dpi, but at twice the speed of the 610 for colour intensive images.

The BJC-4550, with its new PhotoRealism feature, which works on a combination of new inks, high resolution paper and something called the Canon Colour Image Processing System, is designed as a workhorse for a designer, coping as it does with page sizes up to A3 in size.

Canon's new inks, called PhotoInk, have lighter than normal shades of the primary printing colours cyan, magenta and black together with a full-strength yellow which, when combined with the new control method, can create perfect blends for colour. This system creates a much wider range of colours which means smoother colour tones without the graininess found in some ink jet output.

Both printers use four separate cartridges for their ink so that cartridges can be replaced individually as needed, rather than all at once, saving money. Both printers will retail for £399+VAT and more information can be gleaned from Canon (UK) on: 0181 773 6331.

Unlimited CDs



EMC turn their hand to textured backdrops to good effect.

Following on from their highly regarded EMC Phase4 – *Desktop Video Dreams* CD, E.M.Computergraphic have just announced the impending release of their Multimedia Backgrounds CD, *Backgrounds Unlimited*.

Containing well over 500 256-colour backgrounds, this CD promises to be an ideal companion to EMC's *Phase 4* CD.

Backgrounds Unlimited is designed exclusively for use with the Scala MM series of programs on AGA Amigas. Like the backgrounds on their *Phase 4* CD, EMC are providing each of the 500+ backgrounds on *Backgrounds Unlimited* CD in PAL 736 x 566 and NTSC 736 x 482 256-colour formats (with at least 16-colour offset palettes) and also 800 x 600 24-bit JPG formats.

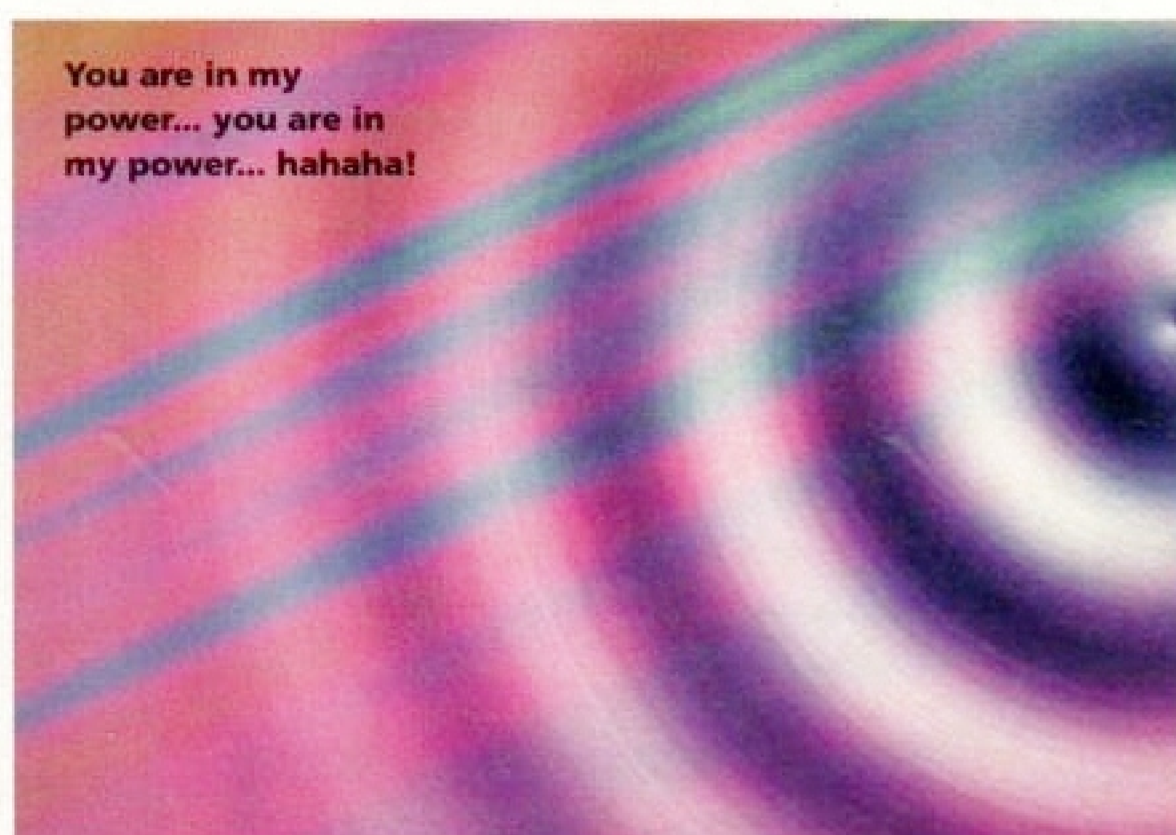
Backgrounds Unlimited will be released on Thursday 10th October, with a RRP of £34.99 + P&P. Furthermore, this CD will only be available for a limited period on Gold disc. For more details, or to place your order ring E.M.Computergraphic on 01255 431389 or email them at: **cdom@emcomp.demon.co.uk**

Goodbye Optonica, hello ANQ

Optonica, one of the stalwarts of the UK Amiga industry, collapsed earlier this year following the closure of one of their major clients. The video wall company provided Optonica with a great deal of work, installing walls at Wolves and West Ham football clubs.

Although rumours put about on the Internet suggested that Optonica's downfall was caused by their association with Viscorp, Lee Gibson, managing director of Optonica and now ANQ denied this emphatically: "I've nothing but good things to say about Viscorp, we have thoroughly enjoyed working with them".

ANQ (which stands for Answers Not Questions) has already got several contracts under way or in the pipeline which will be based around the Amiga platform for future development. Lee finished by saying: "watch this space. I think you'll find that we have a lot of interesting work coming up". We made him promise to tell us all when the time comes, of course.



"And why you've got this tail sticking out the bottom of your shorts I'll never know"

A PUZZLED ANDY SMITH **PAGE 30**



INTERNET '97

The Internet '97 show takes place 15-17th January 1997 in the National Hall at Olympia in London.

TECNOMINUS

TecnoPlus, computer peripherals manufacturer, has set up a UK office which will mean a price reduction on its two best-selling Amiga products – a joystick and a mouse. Sorry, that's all it says here. Anyway, these products will now be available at the following prices: Joystick – £12.99, Mouse – £9.99, a saving of £2 and £5 respectively. Thought you should know...

HAPPY BIRTHDAY

Amiga Format would like to wish Alternative Software a happy tenth birthday. Alternative, who started with *HowZat* on the Spectrum, are soon to release their *Pro Rugby* game on a variety of platforms, including the Amiga.

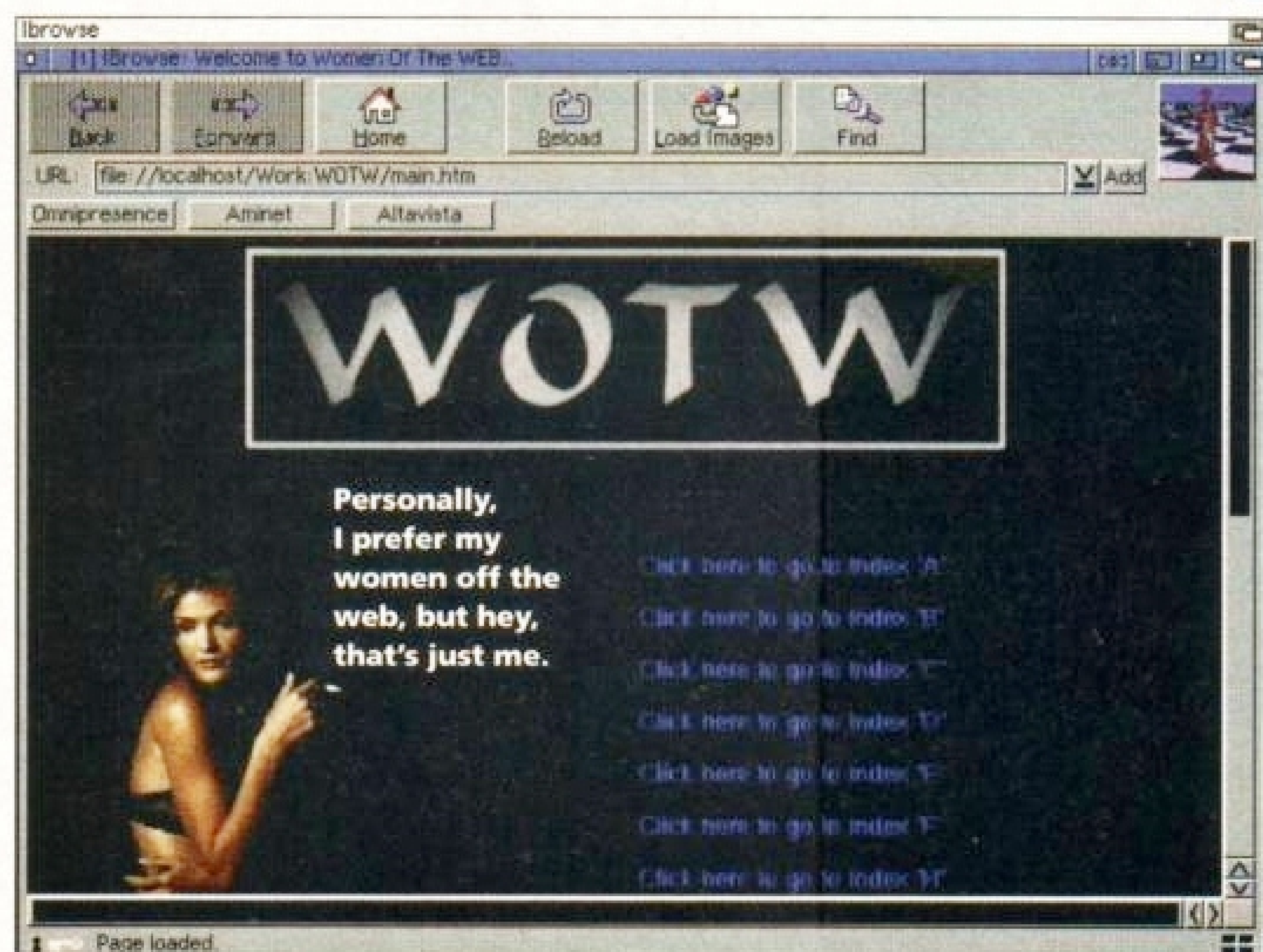
BOOKS ON DEMAND

Bruce Smith Books has promised to keep stock of their Amiga books in perpetuity thanks to the Docutech system for small print runs. If they don't stock a particular book you want all Bruce and his team need do is send out a postscript file and get the book you require printed especially for you. For more details contact Bruce Smith Books on: 01923 894355

THE WEB TASTES GORGEOUS

For those of you with interests outside Workbench and an Internet connection, you may be interested to hear that Egon Ronay, famous food snob, is about to appear on CD-ROM for other platforms, and on the WWW for the rest of us. Find him at **http://www.egonronay.com/**

Women from planet X



Ace PD software house Sadeness are in the throes of launching two new CD titles one titled *Women on the Web* and the other, well, we'll come to that in a moment. First though, let's talk about *Women on the Web* for a mo. This CD consists of an enormous HTML guide to some of the world's most beautiful women giving you background on them, images, movie clips and even sound samples. Using HTML as the basis for the CD means that it will work on any platform that has a web browser that can cope with tables and GIF animations, so it should be ideal for anyone with a copy of *IBrowse*.

Now, about that second CD, the reason we haven't told you the name is because you already know it. Basically, Sadeness aren't sure what to call it, so they have asked us if we thought our readers could come up with a good name for it. Just like *Women on the Web*, 'X' consists of HTML documents covering all sorts of leftfield information about topics such as UFOs, government cover-ups, serial killers and more. Each topic is covered with animations, sound samples, pictures and masses and masses of info.

Now Sadeness doesn't expect you to come up with a name for this CD for nothing. They are offering a very generous prize – their entire back catalogue of CDs, plus all of next year's releases – if you can come up with a catchy title.

If you want a better idea of what 'X' will look like, you'll find a preview on this issue's CD and you can access it using *IBrowse* in the AFCD7:Look_here_1st!/AF_on_the_web/directory. Once you've had a look, get in touch with Sadeness on 01263 722169 or email them at: **rich@sadeness.demon.co.uk** and give them your ideas.

Women of the Web will retail at £24.95, but Sadeness are offering a pre-order price of £19.95 until the end of November and 'X' will cost £29.95, but Sadeness are offering a pre-order price of 24.95 until the start of December.

Reserve your place in Bristol

Special Reserve – the world's largest games club – is going to be opening its third shop just down the road from us in Bristol. The new shop opens at 9.30am on Saturday the 26th October so you might just get this news in time to get down there for all the special opening offers. You'll need to head down to 349 Gloucester Road in the Horfield area of Bristol if you want to visit the shop, but you can always have a look at their web site at **http://special.reserve.co.uk/** if you want to check out Special Reserve's software review archive or browse through their on-line catalogue. If you aren't wired yet, why not give the mail order line a call on 01279 600204.

Cheaper faster better more

Power Computing have upped the stakes in the affordable computing arena once more. They are now offering a 68030-based accelerator card for any A1200, complete with FPU, battery backed clock and 4Mb of RAM for prices starting at £99.95.

That price is for a model with a 25MHz CPU and FPU, but if you are hankering after more speed then you can have a 33MHz model for just £139.95 and a 50MHz model for £189.95.



For more details on this great offer you can either wait until our Christmas issue where we will review the board or contact Power Computing straight away on: 01234 273000.

"...the 256-colour version sets new precedents in Amiga multimedia presentation in terms of the graphical appeal"

OF WHAT? PAGE 62

LOVE ME TENDA



Ah! That's better, now I'm reeaaal comfy.

Wrist rests are becoming de rigeur in Health and Safety executive's offices all around the country. But this is the first time that we have been sent a picture of one being used with an Amiga.

The Tendaguard wrist rest was designed by London Osteopath Paul Manley, well-known for treating such musical luminaries as George Harrison, Gary Moore and Tom Petty amongst others and many other people in the public eye such as politicians, businessmen and even clothes designers.

The Tendaguard is designed to keep your wrists at rest at just the right angle in order to prevent muscle fatigue and RSI or Repetitive Strain Injury, a common complaint among office workers in today's information age.

The Tendaguard has a keyboard support to help keep it firmly in place and the material the rest itself is covered with, is ultra-smooth in order to stop it from chafing your wittle handies.

If you are interested in maintaining a perfect angle for your wrists and reducing the risk of serious muscle fatigue, why not contact Dr. Paul Manley on 0171 486 3581 for more details. The Tendaguard wrist rest retails at £23.95.



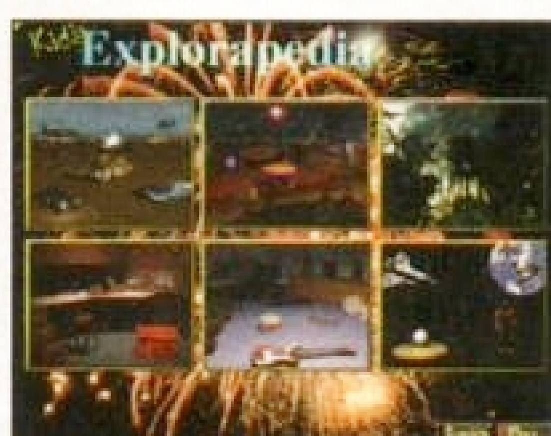
The EPIC INTERACTIVE ENCYCLOPEDIA

"The Epic Interactive Encyclopedia sets the standard for future multimedia Amiga CD-ROM titles."

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The kids Explorapedia menu



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Epic's commitment to the Amiga has always been our top priority and we are proud to release the result of over a year's work by our dedicated team - The Epic Interactive Encyclopedia.

Designed for the Amiga and only for the Amiga, the Epic Interactive Encyclopedia has all the advantages of the "big" multimedia reference titles available on other platforms but it has one significant advantage - it looks like an Amiga title, feels like an Amiga title and uses all the plus-points of the friendly Amiga OS.

As a reference tool it's ideal for all the family. If you just want to sit back and watch or have the younger members of the family entertained, the Epic Interactive Encyclopedia features many varied multimedia tours. Just click and go!

System Requirements - 2mb ram, Workbench 2 or above, hard drive, CD-ROM drive. Recommended - 4mb+ Workbench 3 or above, hard drive, Quad Speed CD-ROM Drive. Some features require Workbench 3 and 4mb.

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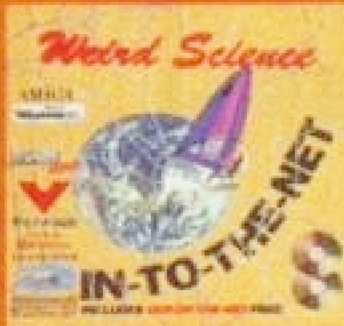
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Getting an Amiga connected to the Internet is one of the most difficult tasks due to the complex installation routines of AmiTCP and the lack of any real guidance. Not only will this situation change but you will now be able to get connected to the Internet and the WWW without a hard drive or the complicated setting up of the software. Our extensive networking skills have really been put to the test providing a simple connection from a compact disc providing a pleasant introduction and connection to the internet. Most of the difficult setting up is done automatically for you with the connection program provided. All that is required is the answers to a few simple questions. In addition the CD contains all the tools required for both the beginner and expert, full instructions on getting connected and many very helpful documents on the Internet and WWW. The tools include AmiTCP, Mail, FTP, WWW and many more. In addition there is a section on WWW page creation with clip art and creation tools. Easy Hard Drive installation possible and desirable but not required.

Wondering what all this World Wide Web is all about, worried about expensive connection and telephone bills, concerned that it may not be for you. Well check it out without the connection or telephone charges with 'Out-of-the-Net'. This compact disc contains the contents of actual WWW sites for you to browse with the Amiga browsers provided, no online costs at all. It is all included ready to run directly from the compact disc. The CD acts as an pseudo Internet provider with the sites readily available on the compact disc. There is a diverse variety of sites and subjects covered to give an excellent feel for the WWW whilst you browse for free.

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THE LEARNING CURVE

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SoundStudio has arrived. With fabulous new features including full mixing facilities, save modules as samples, notation editor (with printing), 64 channels, new midi commands, more Toccata support, no sample size limits, fastmem facility and more. SoundStudio has lifted Amiga music creation to new heights. A must for all musicians.

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NETWORK 2

£14.99

The Amiga Developers CD from Amiga Technologies comes complete with the all the developers tools and docs. provided to the official developers. Included are the complete CD32 developers tools with Build CD and ISO CD, Envoy 2.0 package, Enforcer, Workbench 2.0, 3.0, 3.1 tools and documents with the updated native developers kit, SANA II package and the installer package. Also included is a vast amount of info. on the Amiga. A must for enthusiasts.

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Magic Publisher comprises of four compact discs and on this unique CD-ROM set you will find all you need to create professional looking documents. There are more than 10,000 Fonts (Colour Fonts, Bitmap, IFF, Adobe, Intellifonts, Truetype & DMF), more than 5,000 clipart. Many of these are exclusive to this compact disc. Full commercial versions of Final Writer 4 SE and Wordworth 4 TD are included. Both rated as great word processors on the Amiga. Tools for creating WWW pages along with backgrounds and special clip art for this purpose is also included. The 100 page booklet included in the pack contains printouts of all the fonts and clipart.

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Bargains Ahoy!

***Amiga Format* goes shopping in a hunt for the best Amiga suppliers with the most competitive prices.**



Now Escom have closed down Amiga users are having problems finding the products that they want. Er, did we really say that?



Nobody can deny that these are troubled times for the Amiga. There has been a downturn in software output over the last 12 months, the ownership of the Amiga patents are still in question and it's not even that easy to find a machine in the shops.

It is surprising then to discover that, far from shunning the Amiga and associated software and peripherals, many independent retailers are actively embracing it. Over the page we have a detailed report on one company that can't seem to get hold of enough Amiga equipment, because they are doing a roaring trade.

The reason is simple, as the chains and multiples have marginalised the Amiga, and Amiga fans are being forced to look further afield. Instead of shops competing, desperately trying to get users into their shops, the tables are reversed – now Amiga users are forced to seek out shops that might sell Amiga software and hardware.

THE MAIL OPTION

You can still, as always, buy Amiga products mail order. But there is a traditional reticence, in this nation of shopkeepers, to send off your money to some remote location. Most Amiga mail order firms give excellent telephone support, and there is of course the benefit that you don't even have to get out of your chair. But there is nothing to replace the one to one contact of visiting a friendly and affable retailer in their natural habitat. You always know where to go if you have any problems, and bizarrely, these people are keen to help, because they realise that if they give you good service, you'll be back again.

THINK OF THE MONEY

And of course, there is money to be considered. Independent retailers can be much more flexible on their prices than any chain store. As you will see from our report on Direct Software over the page, you can certainly expect to save a few bob on most things.

But remember that you are also getting more value for your money, because the average retailer will be able to give you much more detailed help and advice than your average High Street store.

SHOPWATCH

As you may have read in our letters pages last month, it is our intention to start off a whole new service for our

Continued overleaf ➡

SHOPWATCH

MICROGENESIS - COALVILLE, LEICESTERSHIRE

The Microgenesis shop isn't an Amiga specialist, but manager Craig Barnet told us he has over a hundred Amiga software titles in stock, and plenty of associated peripherals. What's more, if he hasn't got what you want in stock, he can probably order it for you.

Microgenesis, 14 Ashby Road, Coalville, Leicestershire LE67 2LA
Tel: 01530 813598



SHOPWATCH

MULTIMEDIA COMPUTERS – TORQUAY

There probably isn't a sunnier Amiga shop in the land. Although they mainly specialise in games, joysticks and mice, there is a small range of hardware in store, and apparently users flock from far and wide to the store.

Multimedia Computers, 7 Torhill House, Union Street, Torquay TQ2 5QW
Tel: 01803 - 290055



Many people find products like the Magic Bundle are hidden away in the big computer megastores.

readers. Instead of just telling you to seek out your local retailers, we're actually going to tell you where they are. Every month we will be bringing you a report from a different Amiga stockist around the country, telling you what you can buy there, what their best-selling items are, how knowledgeable the staff seem and what you can expect to pay for a range of items.

Shops which pass muster will then be awarded *AF* preferred vendor status, and listed in a (hopefully) ever growing directory of the best places around the UK to do your Amiga shopping.

The Direct Approach

In the first Shopwatch mission, Andrea Ball travelled to Northampton to visit the shop that's challenging PC dominance of the retail market.

Direct Software began trading, in Northampton, four months ago selling computer games, including a small selection of Amiga products, for all formats. But, faced with huge competition from the other big computer outlets, business was slow. Director, Sean Flowers, enlisted the help of his brother, Steven, a dedicated Amiga enthusiast, and the pair began to re-think their tactics.

"We bought Amiga stuff in and basically it out-sold everything else by 8 to 1... – it just went mad."

Steven Flowers had owned an Amiga for over nine years and he was well aware of the problems that users faced trying to get hold of both software and hardware.

"There's not many Amiga shops" said Steven. "We went round all the places and there were no Amiga games hardly anywhere – except for Electronic Boutique – so we bought Amiga stuff in and basically it out-sold everything else by 8 to 1 on Amiga versus other platforms – it just went mad."

Recognising the hole in the market waiting to be filled, Steven persuaded his brother to bring in some more Amiga games.

"We contacted people like Guildhall Leisure and Epic Marketing, got accounts with them, got some products in and it just basically started to sell," said Steven.

Here was an area of the market with little, if any, competition and with the help of some favourable editorial, the business has boomed.

"When the news went in *Amiga Format*, that was it. We opened a 24 hour line in Nottinghamshire because we couldn't cope with the phone calls here, we opened another phone line just for mail order, because we couldn't cope with mail-order and then we just sat down and decided we were going to go Amiga-only and that's what we have done."

Although the shop still sells PC games at the moment the team are making efforts to sell them as quickly as possible, in order to make more space for Amiga stock.

"We've got an order with Guildhall Leisure that's waiting to be sent but we haven't got anywhere to put it. We're basically just waiting for the other stuff to sell."



FAMILY AFFAIR

The business has become something of a family affair and both brothers' wives are members of the team. The shop specialises in providing a friendly, personal service and Steven is only too willing to help customers find the products that they want.

"If somebody phones up and we haven't got what they want we won't say 'Oh, I'm sorry', we'll try. We'll put their details on a computer, keep it on file and then when we get a list off a games company we'll ask them if they can get it. It might take a month or it might be the next day but we'll keep trying."

This is where running a relatively small business (Direct Software employs about 10 people) becomes an advantage and is the reason why Steven feels that they have the edge over their larger mainstream competitors.

"We've got the time to do it. When we are concentrating exclusively on the



Steven Flowers is confident that his shop stocks one of the largest collections of Amiga software in the country.

SHOPWATCH

HIGH STREET MICROS – CREWE

This hardy band of hardworking retailers stock a quite astounding range of software – a massive 1,026 titles including a good selection of CD32 games. They also do a brisk trade in 2nd hand machines, and if you want a memory upgrade, they've got plenty. They also have a wide range of Spectrum and C64 titles if you have one of these venerable machines (or one of the emulators we have been featuring in our series on emulation).

High Street Micros, 18-22 High St., Crewe CW2 7BN
Tel: 01270 580964

Amiga and we're not interested in anything else, obviously we can just put all our attention into the Amiga. Obviously there's not loads and loads of games coming out every day so we do concentrate on getting games in that people want."

Steven is also keen to employ people with more than just a basic knowledge of the machine. He wants

"We feel that you've got to have dedication to this machine. It needs work. You can't just sit there and sell games."

his staff to have a real interest in the future of the Amiga. "We'll not employ anybody who's got a PC," he says. "We feel that you've got to have dedication to this machine. It needs work. You can't just sit there and sell games – you have to know about it. If you don't know anything and you're not interested it's hard to push something. If you don't care about it you won't talk about it. So we try to get people to work for us who are really dedicated, who really want to work personally with the Amiga – not just to make money. Obviously we do want to make money to keep going but we do want to see the Amiga succeed as well."



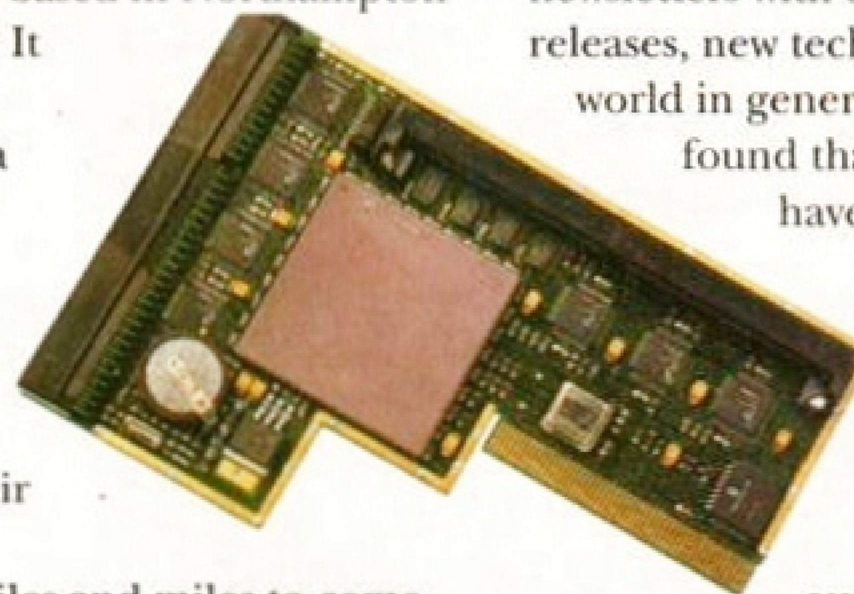
BARGAIN BUY

Steven is confident that the prices at Direct Software are very competitive. "We try to sell products cheaper than anybody else", he said. "We wait until somebody else puts their prices as cheap as they can and then we cut it by a pound."

He is also relatively unconcerned about competition from the big games megastores: "We went to HMV while we were in Nottinghamshire and they were selling *Gloom Deluxe* for £50 and we were selling it for £12.99. We're not really worried about companies like that because their prices are crazy and they're not going to sell their games."

And it's not just the new products that are selling. It seems that Amiga users are desperate to get their hands on older titles as well: "We got *Killing Grounds* in and we were doing better on old stuff. So many people want old games – people are still asking for them."

So has being based in Northampton been a problem? It would seem not. Dedicated Amiga users who have had difficulty getting software elsewhere are prepared to travel, to buy their products.



"People travel miles and miles to come here – they actually had a bus brought down here. If you've got nowhere else to go and you've got money and you want to spend money and you're just into games, people are just gonna come. If you've got a CD32 – I mean we've got about 100 CD32 games, when games are ranging between £2.99 to £20 and you've got £50 when you come down here you know you're going to spend a bit of money and you know there's going to be stuff there that you haven't got when there are that many games in stock."

A LITTLE MORE

The service Direct Software provides extends beyond selling games. Anybody who buys anything from the shop is invited to join the Premier Club. Membership is free and brings with it exclusive use of the customer support hot-line, free game demos and newsletters with details of up-coming releases, new technology and the Amiga world in general. The company has found that the changes which have taken place over the last year mean that Amiga users often find it hard keeping track of the current state of play:

"When we found out about Phase 5 and the new Amiga we made press releases and sent it to people, that's the sort of thing we've done. We're trying to keep people up-to-date all the time, trying to

Continued overleaf ➡

SHOPWATCH

CHIPS COMPUTERS – MIDDLESBOROUGH

Despite the name I think this store concentrates on computers rather than take-away. The shop stocks a range of Amiga games and accessories along with hard drives for the A1200.

Chips Computers, 151-153 Linthorpe Road, Middlesborough, TS1 4AG
Tel: 01642 252509



Direct Software stock all the new releases, but they also have a wide range of older titles.

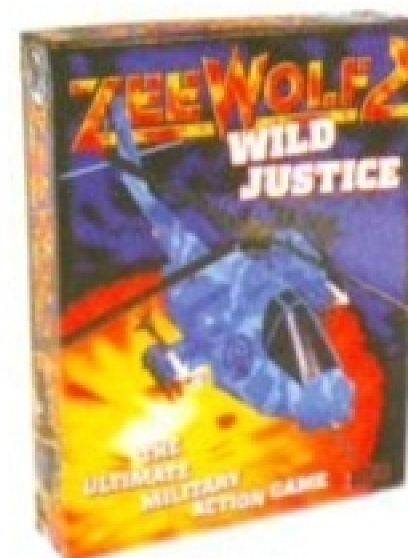


Even some small outpost of hope, known as ~Tandy stores, stock the odd Amiga game at a budget price.

help out."

The success of the Northampton store has led to plans for an Amiga only shop based in Nottingham. Direct Software hope to open the store in time for Christmas and they are currently looking for a suitable location.

The team are also working on their own game, a three dimensional point and click adventure called *The Haunting.* (See Previews on page 27) With fully rendered animated intros and clips, 256-colours and real film footage it sounds very promising but there is no definite release date yet.



Direct Software are feeling optimistic. They hope to extend the business and plan to stock the largest range of Amiga titles in the country. They are also optimistic about the future of their favourite machine and they have proved their commitment to keeping the Amiga alive with a recent ad campaign, which ran in the tabloids, called "The Amiga is not Dead".

Steven explained: "We don't talk about the fate of the Amiga we'll only talk about the future. There is no fate so there is nothing to discuss. If you don't look at it like that then you're not welcome working here."

"We won't talk about the fate of the Amiga, we'll only talk about the future. There is no fate so there is nothing to discuss."

SHOPWATCH

MICROTRON - PONTEFRACT

This store has a selection of educational software as well as a healthy stock of games and accesories. They can even sort you out with a range of hard drives, and manager Steve Conroy says he can order stuff for you if it isn't in stock.

Microtron, 9 Gillygate, Pontyfract
Tel:01977 792222

SHOPWATCH

Direct Software can be found at:
166 Birchfield Road East
Northampton
Northants
NN3 2HF
Tel: 01604 722499
Fax: 01604 722498

YOU CAN HELP US!

If you want to contribute to the great *Amiga Format* ShopWatch project, all you have to do is fill in the details of *your* local retailer. The information will be checked out by our ShopWatch team and will feature in our monthly directory of local retailers.

Shop Name ....
Manager ....
Address ....
....
....
Telephone Number..
Amiga Products ....
....
Any Other Comments
....
....

Mr/Mrs ....
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Surname ....
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....
....
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Daytime tel no. ....

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AFCD7: IN_THE_MAG/Emulators

ON THIS MONTH'S CD

Emulators Part 3

COMMODORE 64 EMULATORS

Simon Goodwin has a look at emulators for the computer that earned Commodore the cash to buy the Amiga.


The Commodore 64's Tutankhamen suffers a little due to the 16-colour palette and the chunky screen resolution.

The Commodore 64 is the world's most successful eight bit computer. Introduced in 1982 to follow-up the million-selling VIC-20, it was a massive step forward in terms of graphics, sound and, most of all, memory capacity, with 64K of dynamic memory and 20K of ROM.

The C64 was a clear descendent of earlier Commodore machines, from the 1977-vintage PET onwards. Originally promoted as the Commodore Max, the '64' in the name came from the memory size, gargantuan at the time and ten times more than the VIC's.

C64 hardware was nifty and the C64 has two controller ports. Emulators can relay signals from Amiga to C64 ports, optionally swapping them, as most Amigas have a joystick in port 2 which C64 programs expect in port 1.

The C64 is built around two custom chips, not as clever as the Amigas but still impressive in their day. The simple system timing made it possible to synchronise processor, sound and display changes, gaining effects that were stunning at the time and can still impress today.

The firmware was limp by comparison. The machine was cheap to produce but tough to program. It lacked support for the extra graphics and sound chips and could only access about half the 64K memory, the rest hidden by the screen, ROMs, and custom chip registers.

In the absence of multitasking a typical C64 program is a lean, tricky, system-hogging tour de force. The only way to program the custom chips is to write bytes directly to the 76 custom registers, with each address often sharing several functions.

Many C64 programmers moved on to the Amiga, but now the trade goes both ways. Games remain the main attraction, but there are lots of PD utilities, if you know where to look.

Programmers can still have fun with a C64, although the screen is a bit restrictive. You'll need the user manual, and preferably the Programmers Reference Guide, as emulator manuals assume you know how the C64 works.

Continued overleaf ➡

C64 FACTS

Processor:
1 MHz MOS Technology 6510

Memory:
64K paged DRAM
1/2K static colour RAM
8K PET BASIC 2 ROM
8K KERNAL (system) ROM
4K Character display ROM

Sound:
Mono, 3 channel 9 octave direct synthesis

Screen display:
320x200 pixels with two colours per 8x8 square
160x200 pixels with four colours per 8x8 square
40x25 colour text, character-mapped
Eight independent sprites, each up to 24 pixels wide
Maximum of 16 preset colours on any screen
Hardware scrolling, panning & beam synchronisation



The loading screen from Ocean's *Batman*, a big hit on 8-bit tape.

EMULATORS COMPARED

	A64	C64	AXF-64	Magic64	Frodo
Status	S	F	F	S	F
Speed	8	5	4	3	1
Features	8	3	3	7	6
Amiga compatibility	7	3	2	7	8
C64 compatibility	4	3	2	7	8
ROMs required	N	N	Y	N	Y
Assembler/ monitor	Y	N	N	Y	Y
Emulator version	3.1	2	a26	1.5	2.3
Workbench version	1.3+	1.3	2+	2+	2+
RAM needed (K)	500	500	800	1800	700

S = Shareware • F = Freely distributable.

C64 disk drives and printers use a non-standard interface, with a processor joined by slow serial links. This idea ensured that Commodore made lots of money on add-ons. It kept prices high and performance low, although third-party firms eventually muscled in with clone drives and adapters.

The gratuitous processors cost Commodore little, as they owned the company that made the 6510; in the long run hackers learnt to re-program the peripherals, trading compatibility for speed, and confusing emulators.

C64 FILES

The Commodore serial bus uses six-pin DIN connections which you can hook up to your Amiga parallel port with one cheap TTL chip and three resistors. The plugs cost more than the components, and if you pay more than a couple of quid for the lot, you've been ripped off!

The required circuit is in Frodo's documentation. Strangers to soldering can get a ready-made interface with the registered A64 package, but faster Amigas may outrun the serial link.

C64 files can be stored individually on Amiga disks, with a small header containing system-specific information, on genuine C64 drives, or in special emulator files. D64 files are images of a whole C64 disk in one file, supported by Frodo, Magic64, PD compilers and emulators on other platforms.

The T64 format was also introduced by C64S, an excellent shareware emulator for PCs. It contains a stream of files as they would be read from tape. Current Amiga emulators do not support direct cassette loading, but that's probably a blessing in disguise. The P00 format is a single-file format from the PC64 emulator. Various PD programs will unwrap D64, T64 and P00 files for use with A64.

C64 EMULATORS

The 64 Emulator, sometimes known simply as C64, was written a decade ago by Randy Linden; version 2 still circulates. It's old and lacks bells and whistles, but it works. You can run files from Amiga disks at slow but bearable speeds on an A500. It was written for 68000s with Kickstart 1.2 or 1.3, so it will not run without patches on faster machines. If you've got a modern Amiga there are better alternatives.

A64

A64 is the most long-lived of the emulators, currently at version 3, it is shareware, and the current demo only runs for ten minutes.

Registered owners pay $70 for the Commodore peripheral interface, utilities, and over 100 pages of docs. The full A64 comes on two disks. Sadly the demo lacks most of the documents.

A64 can use Amiga serial and parallel ports as well as C64 specific-peripherals. It converts characters between PET ASCII and Amiga ANSI codes, and allows access to C64 disks and printers from the Amiga shell.

The F1 key saves a C64 screen in Amiga ILBM or ACBM format, although sprites do not appear, which is why the ghosts have disappeared in the shot of *Side PacMan*. F2 changes the font used for C64 displays. Its assembly language debugger A64Mon runs on a second custom screen.

In many ways A64 is the most polished emulator, but it falls down on emulation of the VIC chip. BASIC works well. A64 includes a re-write of the C64 ROMs in 68000 machine code, making it much the fastest emulator when running BASIC, as long as you avoid direct ROM calls. But, A64 is showing its age. It's not been updated

C64 RESOURCES

Aminet and most Amiga PD libraries carry Frodo and demos of A64 and Magic64, generally with a collection of programs that run on them. Get the old A500 64 emulator from diehards like Oasis Computer Systems and Smash PD.

C64 Sensations is a Commodore 64 compilation CD for Amiga and PC users. It includes the full A64 version 2, unregistered Magic64 1.3, loads of demos and SID tunes. The Emulators Unlimited CD includes the A64 version 3 and Magic64 demos, an old release of Frodo and a spoof, C64EMU, as well as ROM images and hundreds of C64 games.

There's a gold-disk compilation of C64 software, with lots of games, in various formats, culled from the Internet. It costs more and is legally dodgy, which is why it's only duplicated to special order. It's a good buy if you've got a large (legal) collection of C64 programs and no access to the Net.

There are lots of C64 goodies on this month's *AFCD* including emulators for Amiga and Mac O/S, file conversion utilities, BASIC programs and documentation.



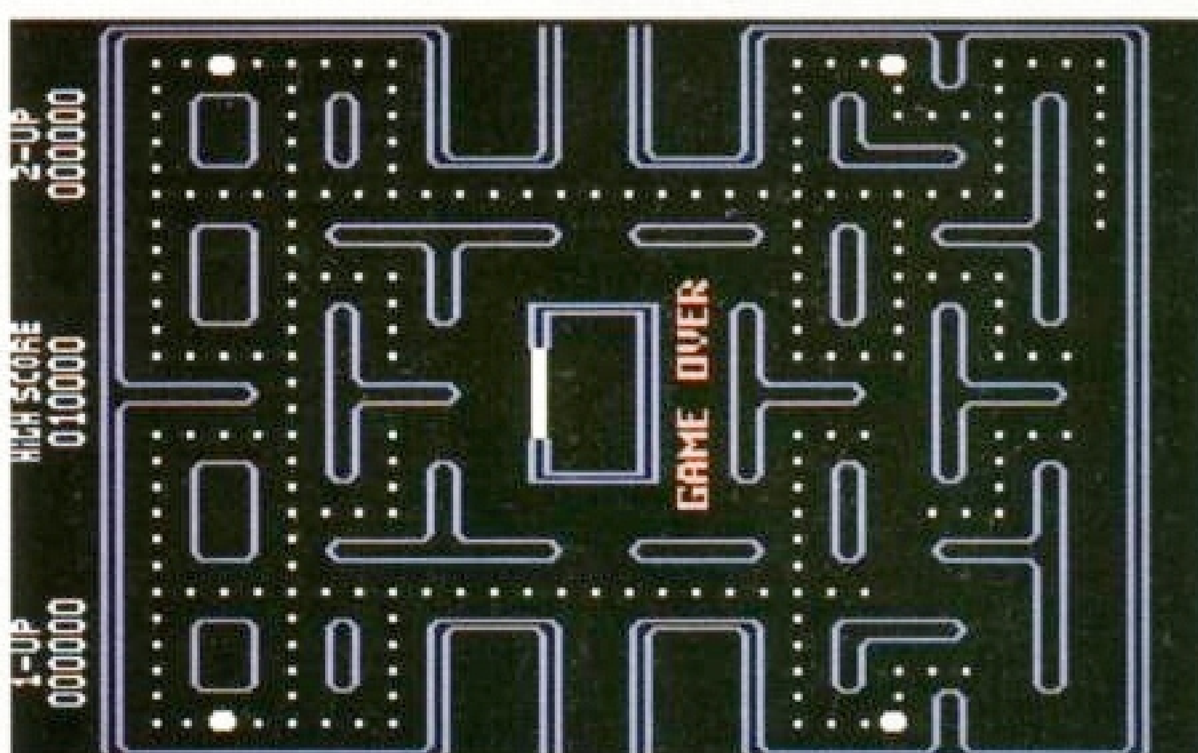
It is the oldest but it is no longer the best – The 64 emulator, for an Amiga 500 version 2.



Version 3 of Frodo running on Be/OS. Notice that this is running (more likely walking) six C64 windows at once. Don't try it on your Amiga, or you'll be in for a long wait.



Q: Why did the frog cross the road? A: To get a new high score...



PacMan looks best with a screen taller than it is wide, so *SidePacman* expects you to roll your telly! Alas no sprites in this A64 screen-grab.

for a couple of years, and AGA users must disable mode promotion and Hi-Res sprites before starting it up.

MAGIC64

Magic64 is a shareware emulator, with good AmigaGuide documentation and all the usual features, including a built-in monitor and debugger reminiscent of *Action Replay*. It's quite new and works well on modern Amigas. Screen handling is a bit shaky unless you run Workbench 3 and disable mode promotion. It supports all common file formats, and files on C64 drives, as long as they don't use special loaders.

Early demos lacked sound unless registered. The current version 1.5 demo supports sound, but stops after ten minutes. The shareware fee is $20 or 30DM.

AXF-64

This is the only emulator that refused to work properly. On the 68060 the cursor zooms off across the screen, leaving a trail of semi-random characters in its wake. You can insert valid keys, but the gibberish spews too fast for you to be able to scrub it out and insert a real command.

On an A4000/030 the random characters disappeared, but keyboard handling was still dodgy, locking up periodically until you retype the last-recognised key. To make things worse it assumed a German keymap so I had to resort to

```
PRINT ,CHR$(61);
```

to get an equals sign on the screen – vital for BASIC programming – and use the screen editor to type other characters around it.

Unlike rivals, AXF-64 does not implement all the Amiga cursor keys. You must press the down arrow to move the cursor right, and left arrow to move down. Add Shift, to go left and up respectively. If you've used a real C64 this is what you'd expect – the real machine has one key each for vertical and horizontal movements – but it takes some getting used to!

If you manage to load a program, AXF-64 runs quite fast – more than 50 per cent faster than Magic64. It's not much good for games yet as it does not emulate sprites or sound. The short accompanying document warns that the keyboard and timer handling is not system-friendly and promises an update. AXF-64 shows promise, but the current version – alpha 23 – is half-baked.

FRODO

Frodo comes from Christian Bauer, author of Shapeshifter. It's well presented, well documented and easy to get working once you've got the C64 ROM images – vital but not included.

The problem with Frodo is its sloth. At the default setting it crawls along at about a tenth the speed of a real C64 – on an A4000/030! You can push this up by reducing the display update to one tenth, but keyboard handling is still so sluggish that it's tough to type in a single command. You must wait after every key-press to see if it registered.

Even on a 68040, Frodo is slow. But it does support retargetable graphics cards and work on a Power PC version is well under way.

Frodo is free, with full source code, and a machine code monitor and assembler, SAM, which runs in an Amiga window. One day we'll have machines powerful enough to appreciate it's painstaking emulation.

THE BOTTOM LINE

If you're nostalgic for C64 games and demos, there's no shortage of emulators for them on Amigas. Unfortunately, you'll need a very powerful system to run them. The serial hardware interface is neat, and one of the strengths of Amiga C64 emulation. It helps if you've still got an original C64, or at least the disk drive, because that's the easiest way to transfer your old programs to the emulator. You can even work the other way, setting up your Amiga as a file-server for the C64, using EMUL_1541 from the *AFCD*.

Ironically, the Amiga is better at emulating a machine like the Mac. The straightforward design contrasts with the quirky, bells and whistles history of the C64. Commercial games might be thin on the ground but the C64 scene is still buzzing, and demos continue to be released, so join in and emulate! AF

Usenet resources

comp.sys.cbm	Commodore 8 bit newsgroup
comp.binaries.cbm	Commodore 8 bit programs
comp.emulators.cbm	Commodore emulator news

Web pages & links

http://www.aloha.net/~bstaggs/c64.html
http://www.mtsu.edu/~rim_0002/c64/c64links.html
http://www.cucug.org/c64128.html
http://www.msen.com/~brain/cbmhome.html

Internet FTP sites directory

ftp.funet.fi/pub/cbm/c64
ftp.uni-heidelberg.de/pub/C64
wilbur.standord.edu/pub/emulators/C64

VIC AND SID

The custom chips are the real test of C64 emulation, and it takes a lot of processor power to impersonate them accurately.

SID is a synth, not a sampler, based around three oscillators. Each can produce a separate note in various timbres. Programmers also used the channel volume controls to replay samples, but the quality was limited by the four bit resolution.

SID was the first micro sound chip that could play in tune. It has a distinctive computer sound caused by the preset digital waveforms, but was far more expressive than the square waves which were all the earlier chips could manage. It varies from average to awful between individual SID chips due to nuances of the production process and the mixed analogue and digital design.

Sound chip emulation on the Amiga is pretty good, although the real thing has so many quirks that perfectionists will opt for the Zorro board with a real SID chip, supported by Frodo. A64 comes with 6581sid.library, which can reproduce most SID effects but not the hardware filter.

The alternative is PlaySID.library, which is more compatible but consumes a lot of processor power, and ironically needs patches to run at all on a 68060. PlaySID is shareware that also works as an Amiga task, playing C64 tunes independently of any emulator.

GRAPHICS TRICKERY

Frodo comes closest to full compatibility, splitting time between interpreting processor instructions and custom chippery. Every 64 microseconds it swaps between 6510 and VIC emulation, generating graphics a line at a time to account for hacks which re-use resources as the beam paints the screen.

This makes Frodo very, very slow. On a 25MHz 68040, it runs at about half the speed of a real C64. A 50MHz 68060 can keep up, but a fast Zorro graphics card is still desirable, as AGA is not quite fast enough to handle the 7Mb or so of graphics that Frodo spews out every second.

A new Amiga version of Frodo, code-named CS for Single Cycle, is even slower but supports more hacks because it emulates processor and display on a cycle-by-cycle basis. This is part of the current release 2.3, but I doubt if anyone in the world has a computer fast enough to do it justice.

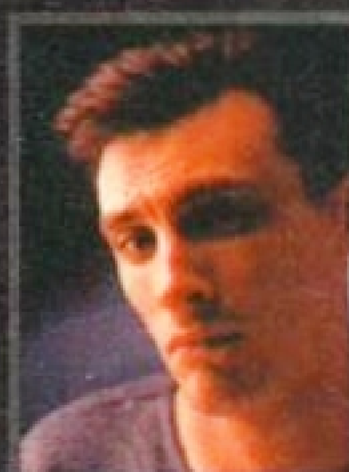
Magic64 follows a similar but less rigorous approach. It runs the majority of C64 games but hiccups on a few trick-mixing demos. It's slower than A64, but runs at a reasonable speed on a fast 68030 or 68040 system, and supports CyberGFX.

Older emulators do a surprisingly good job on a 68000, but they're still hardly a substitute for a real C64. Games are slow and compatibility is limited; special effects often dissolve into flicker.

AF SCREEN PLAY

Previews

So many new games – the pipeline's at risk of becoming clogged. This is what'll be tempting your wallet in the next few months...



Andy Smith

Game slippage – when games that are scheduled to be finished on a day encounter difficulties and don't make the deadline – has always been an industry problem. We've become accustomed to it and we have to work round it. That's why we're still waiting to review finished copies of games like *Championship Manager 2* and *Chaos Engine 2*. Don't worry folks, as soon as we get 'em we'll let you know.

But games slippage is at least excusable. One thing that isn't, and one thing that's become more noticeable over the last few months, is the quality of the games making it onto the streets. This month we had two full commercial releases. One's a complete dog and the other isn't as good as it may have been. It's the dog that concerns me most. Software of this quality should never be released. I can't believe some publishers and developers are so cynical they're thinking 'they'll buy anything, just get it out there', but on the other hand I can't believe they've looked at their games and said 'bloody hell, this is good!'.

Software houses take note: Amiga users still want to buy your games. If they're good!

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+%	**The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.**
80-89%	**These games are very good, but due to minor flaws are not the finest examples of their genre.**
70-79%	**Good games which are worth buying, especially if you have a special interest in a game type.**
60-69%	**Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.**
50-59%	**Below average games which are unlikely to impress your mates or your wallet. Avoid.**
40-49%	**Overwhelmingly poor quality games with major flaws and appalling gameplay.**
Less than 40%	**The absolute pits.**

THE HAUNTING

CD-ROM Amigas ■ Direct Software ■ 01604 722499



With the highly acclaimed graphic adventure *Myst* on hold as it were at the moment, you might think the Hi-Res CD adventure genre was bereft of games, but you'd be wrong. Direct Software are currently working on a multi CD game called *The Haunting*.

Details of the game are scant at the moment, but we do know that the game's a Cluedo-type murder mystery. Apparently you play the part of a chap on his honeymoon (sounds good so far!), who's decided to go on one of those murder mystery holidays. Can you guess what's next? Oh yes, dear reader, you will not be surprised to find out that things go horribly wrong and the murders are for real so it's up to you to find out who or what is behind the slaughter. Direct Software have hinted that the game has a ghostly twist so without ruining the plot I'd guess there was some sort of ethereal being behind the dirty deeds. But I'm only guessing, of course. At the time of going to press we understand that *The Haunting*'s targeted at high-end Amigas as the in-game graphics are fully rendered in *Lightwave*, there are 256-colours, realtime video footage and spoken dialogue so you're not going to be running this on an A500+. More technical and game details when we get them. Meanwhile enjoy these pics...

The same room from a different angle. And it's still gorgeous looking. Let's hope the gameplay is of an equally high standard.



If we can play games with quality graphics like this then we're surely in for lots of fun.

ENIGMA

Amigas with 2Mb ■ Peter Spinaze
■ 00 617 544 526 32



If he wants to get any further at this stage then Theseus needs to stand on that panel on the floor to open a door, but getting past these flying arrows could prove a little bit tricky...



Those things on the floor are teleports. Push the columns of stone into the teleports and they can then be pushed around other parts of the maze.



More high quality graphics. Thesesus hides while a monster comes looking for him...

Oh goodness. First there was *Atrophy*, then *Atrocity* then the entirely unconnected *Enigma* and now there's a completely different game also called *Enigma*. Heaven knows you might even find a beer called *Enigma* soon. Oh.

Ignoring the name of the game for the moment, this is one of the most promising looking games to have come our way for a long time. At the time of going to press, Australian Peter Spinaze is looking for a European publisher for his isometric 3D puzzler in which the player assumes the role of Theseus in his struggle to defeat the Minotaur and rescue the seven girls given to the half-man, half-bull as a tribute.

The gameplay in *Enigma* involves the player wandering around the randomly created mazes solving puzzles and killing the occasional baddie. The gameplay is hugely varied involving blocks to be pushed, switches to be thrown, traps to be avoided and a whole host of other adventure gaming favourites.

As you can see from the screenshots the graphics are also impressive. What you can't see is the smooth 50 frames per second animation and the small little tricks and treats (when the baddies die for example) that help to make this one of the best looking games of its type – certainly on a par with something like *Chaos Engine*. Which is high praise indeed for what's currently nothing more than an antipodean Reader Game. Publishers should be beating a path to Peter's door by the time you read this so we'll keep you informed.



Eek! Weird psychadelic turntable thingy. That telescopic thing shoots at you too. *Enigma's* nothing if it's not varied.





Here's the lad, *Tommy Gun* – shooting things outside the fruit and veg shop. Hope he's not shooting family members here...

TOMMY GUN

1Mb Amigas ■ Mutation Software
■ 01705 672616

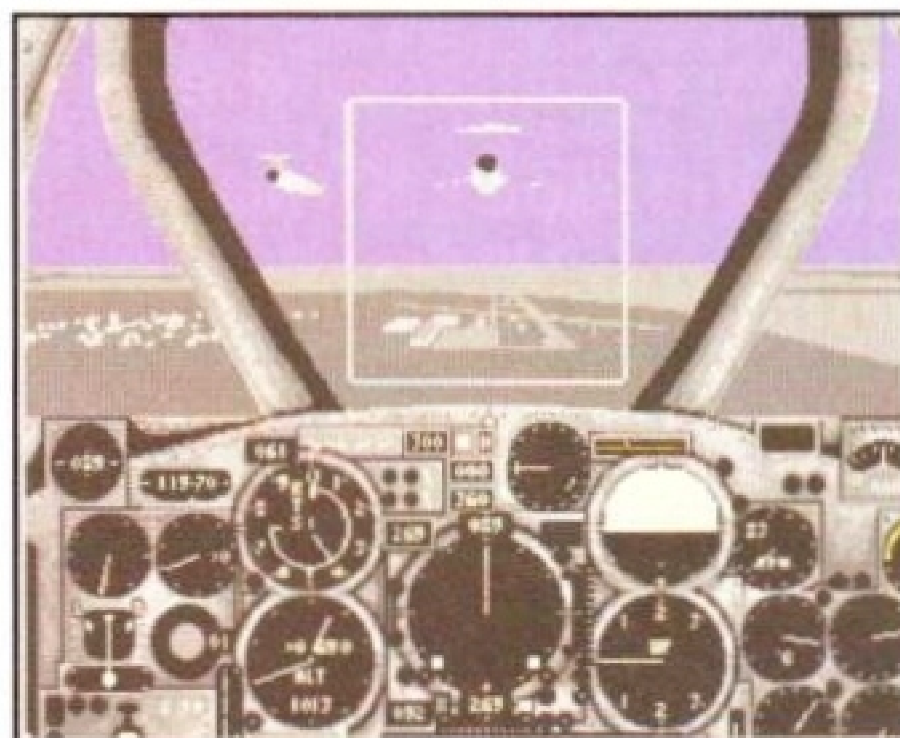
Following on from the promising debut that was *Tin Toy in the House of Fun Adventure* (*AF* 89, 79%), Mutation have, at least, opted for a game name that is only one mouthful.

One thing Mutation haven't done is given us much information to pass onto you lot. Here's their press release, verbatim: Take control of a 'killer tomato' with attitude, in this cute 'n' crazy shoot-em-up with a difference. Can *Tommy Gun* and his sidekick Big Cheese, defeat the creatures that have overrun the five massive zones and rescue his captured

JET PILOT

All Amigas ■ Vulcan Software ■ 01705 670269

Latest in their mini series, and a bit of a departure for them, is Vulcan's *Jet Pilot*, a realistic flight simulator. The game features the Lockheed F104 and the English Electric Lightning (which must mean something to someone...) as you take to the controls and fly the airways of Europe. On missions.



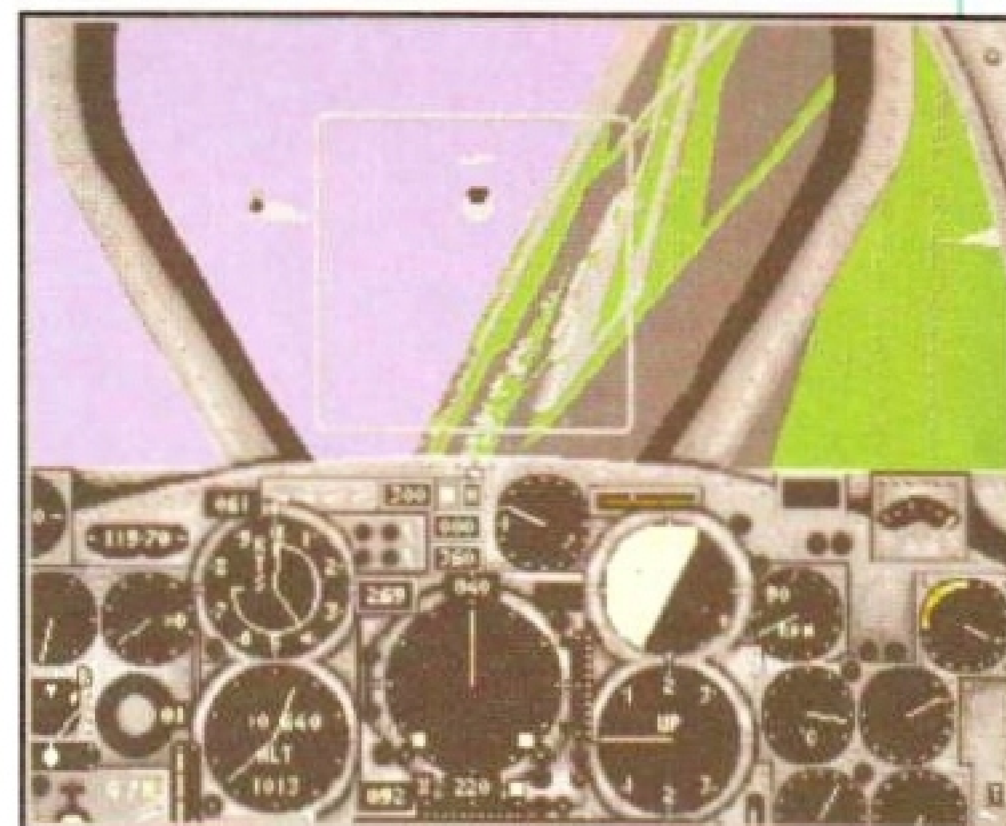
Of course the planes handle realisticly (within 10% of the real thing according to Vulcan). Of course you can step the realism up or down to suit your taste.

Of course you can land at any one of 27 airstrips around Europe. Of course you'll hear the roar of your engines and ordnance as you dogfight at 30,000 ft. Of course there are a multitude of viewing controls so you can get a good look around you.

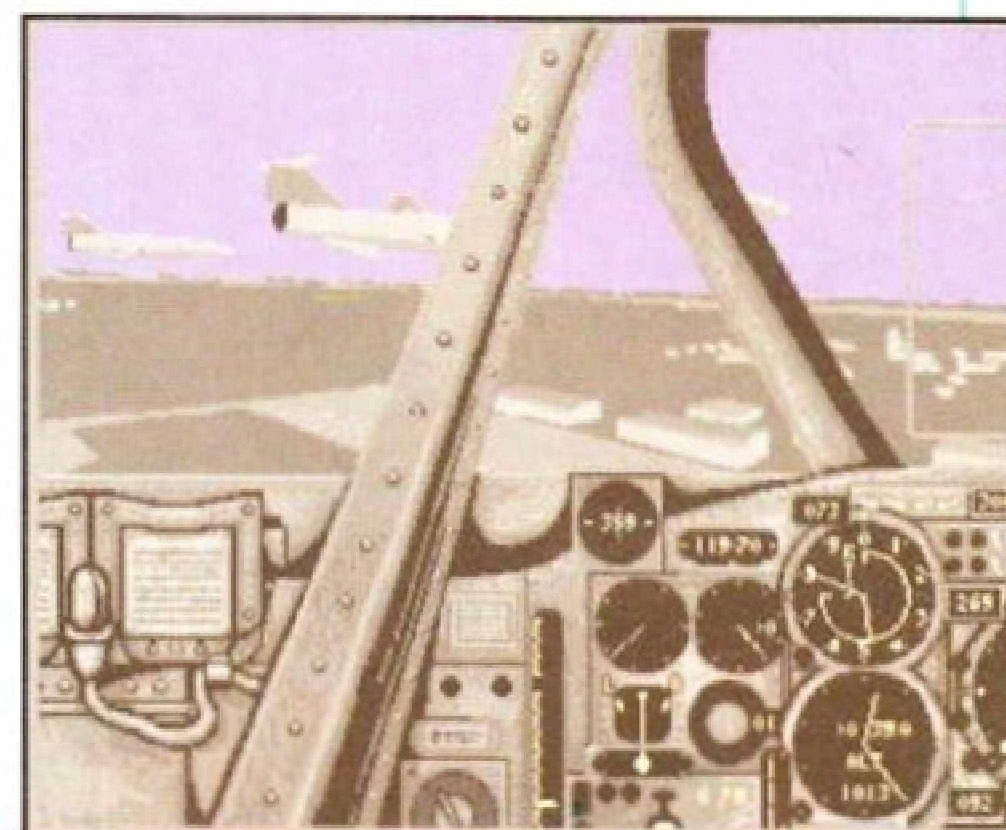
Of course the air traffic is set in real time. Of course it looks like you're going to have to put a fair bit of effort into *Jet Pilot* to really reap the benefits and fly your plane as you should.

Of course that means you're going to start believing you're really up there with them. Of course we'll be bringing you a full review of what looks like one of Vulcan's best games yet – just as soon as we can.

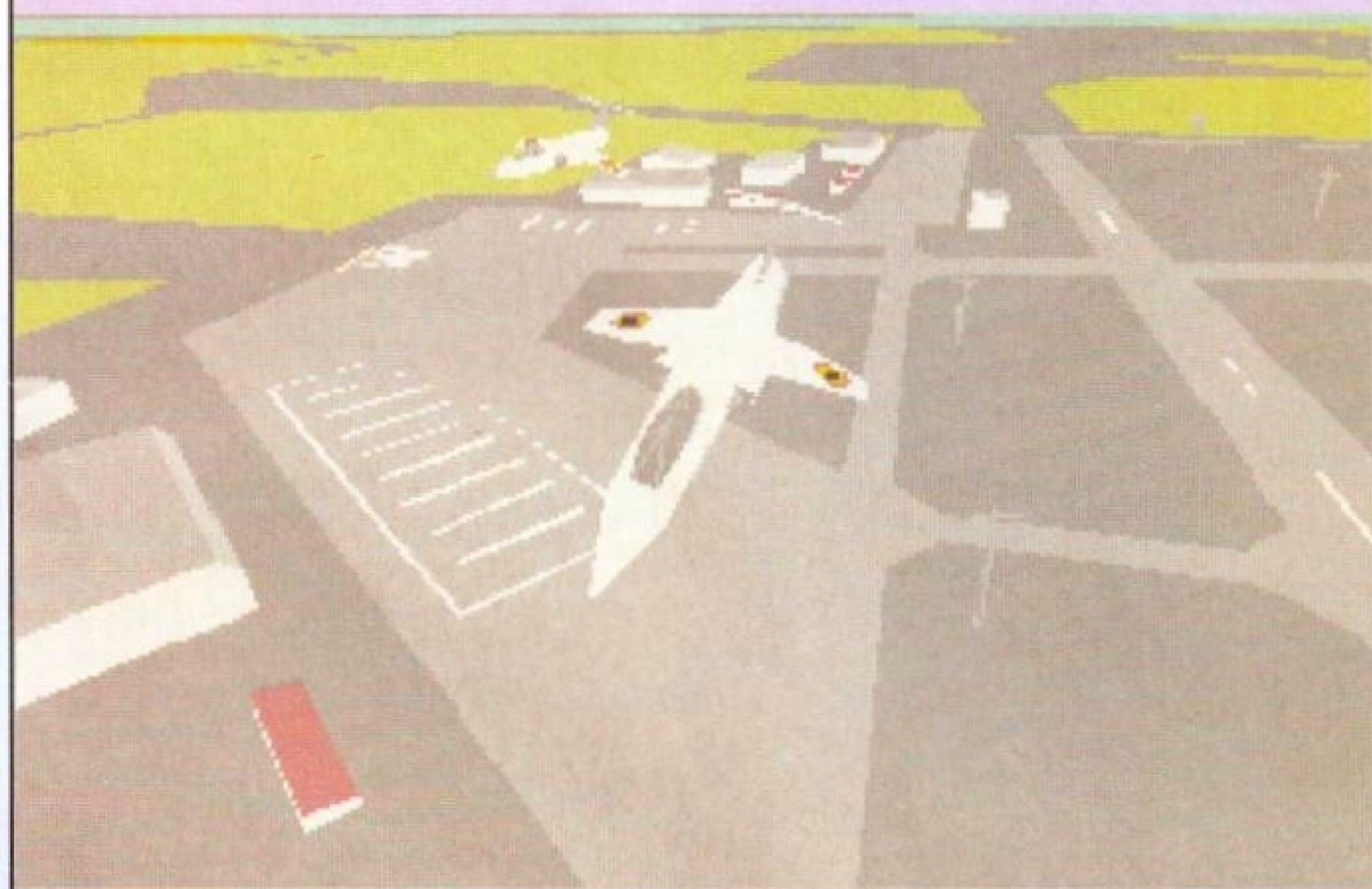
Just look at all them dials! Not to mention that rather nice fuselage on the plane up ahead. Hmmm!



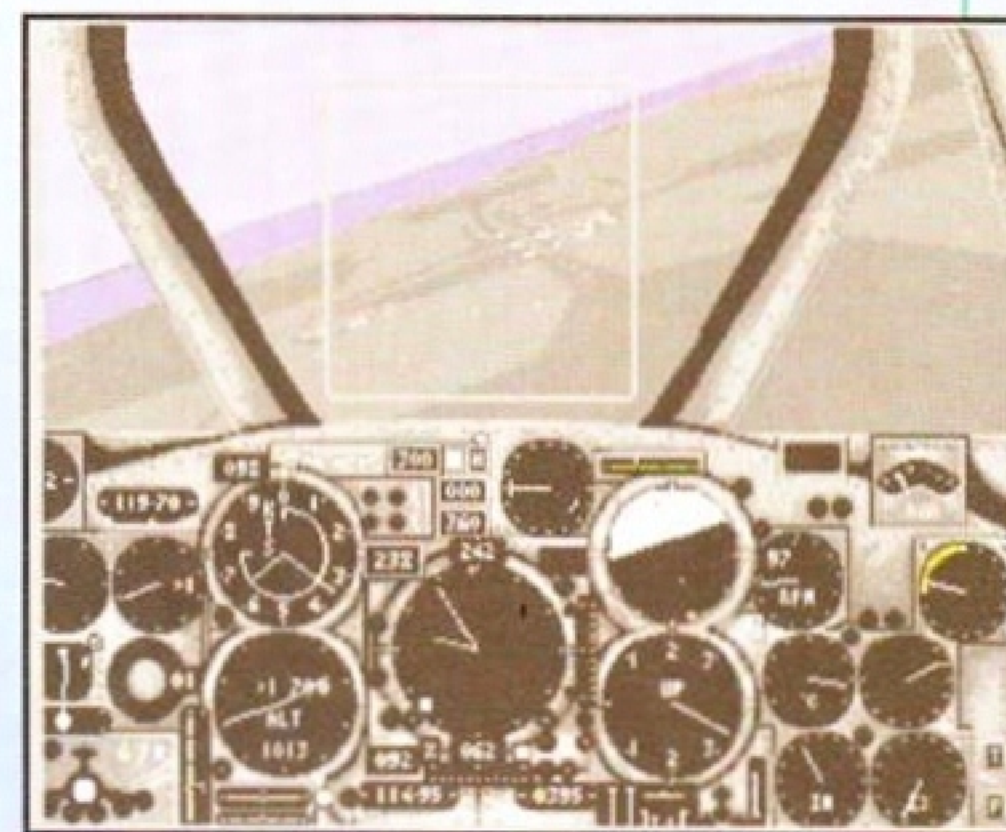
Woah! You don't want to be trying manoeuvres like this when you're halfway through your egg sarnie, do you?



You want to be able to look to the left and the right? You got it. Just one of the viewing features to be found.



Vulcan may not be associated with flight sims, but they've certainly not started half-heartedly with their first one, *Jet Pilot*.



Coming into land – at several hundred miles an hour. Vulcan assure us that the level of difficulty and realism is player-controlled.

buddies? With a two player 'full-on' blasting option and second in the Value 'n' Fun series... And so on.

That's about as much game info you're going to get I'm afraid. Still, have a gander at the pictures and I'm sure you'll have a fair idea of the type of game *Tommy Gun* is. We'll be seeing whether the tomato gets squished or lives to fight another day as soon as the review copy lands on our doormat.

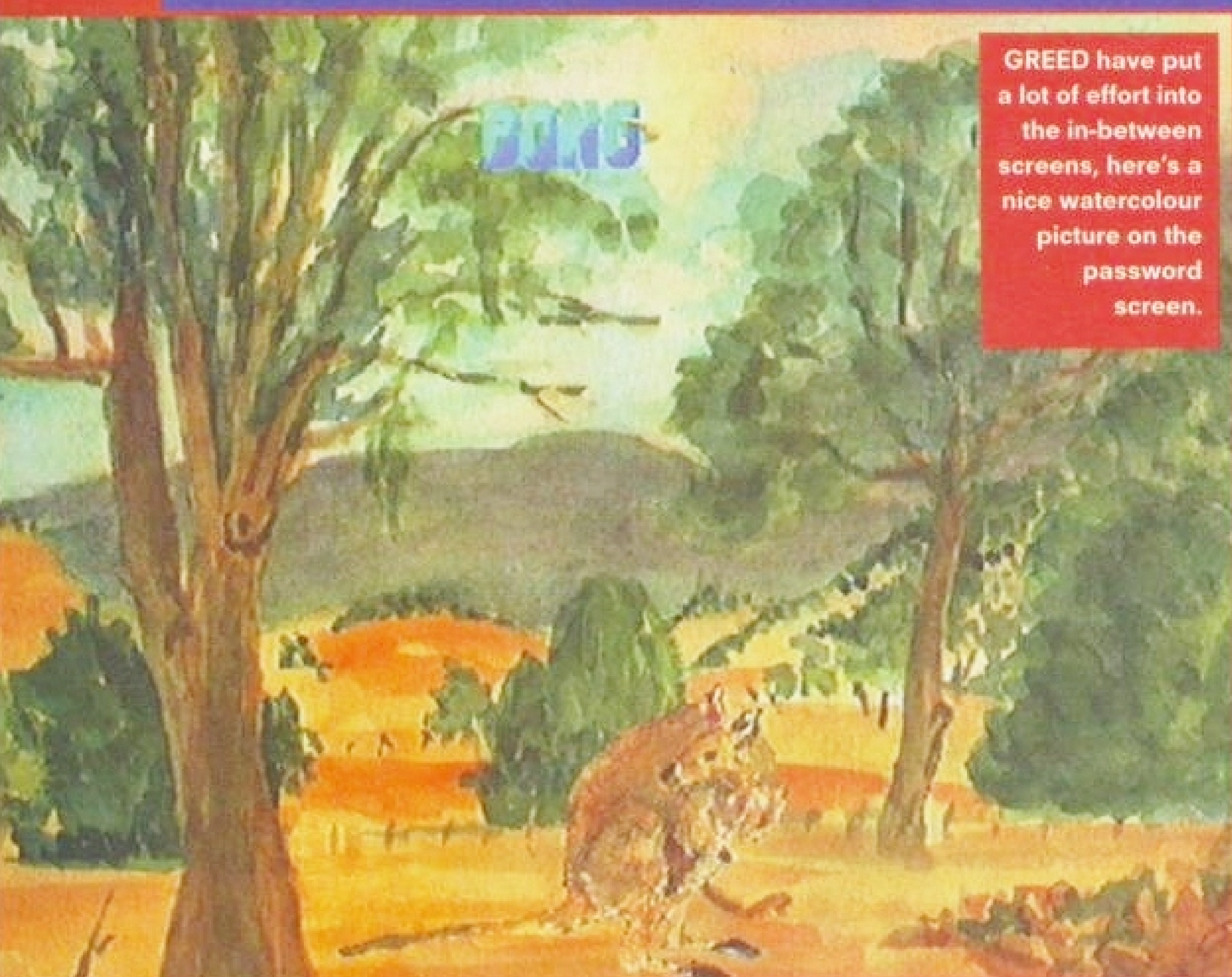


Tommy Gun and his mate shooting things. Yesterday. We'll let you know just much fun you can expect from this game in next month's review.



Two player mode on the moon this time. We don't know if you can actually shoot the other player - but we're hoping you can.

Kang Fu



GREED have put a lot of effort into the in-between screens, here's a nice watercolour picture on the password screen.

It's like this you see: there's a kangaroo who does Kung Fu, so there's a kind of joke in the name. Andrea explains all to Andy Smith...

Somebody has spent an enormous amount of time and effort working on the graphics in *Kang Fu* – especially the background graphics and the digitised pics of famous and not-so-famous buildings from around the world – and I really hope it was a labour of love for them, because otherwise they've completely wasted their time.

This game is dreadful. It's not *Kick Off 3* dreadful (*AF*90, 9%), but it's getting that way. You're a kangaroo in a platform game, essentially. I have no idea why you're a kangaroo and I've no idea why the kangaroo (called Klont) is quite so badly drawn.

You appear to be wearing braces holding up your blue shorts. These are attached to one side, over your back and down the other side, with nothing to stop the braces falling off. And why you've got this tail sticking out the bottom of your shorts I'll never know.

But it's not like it's just Klont who's badly drawn. All the sprites are awful. The big cut-outs of gorillas and robots that appear as end and mid level guardians may not be so badly presented, but they're just as comic as they move around the screen and try to attack you in a Terry Gilliam Monty Python animation stylee.

I'm sure the game creators are doing something very clever to get the mix of digitised images and Dpaint sprites but again, they've wasted their time.

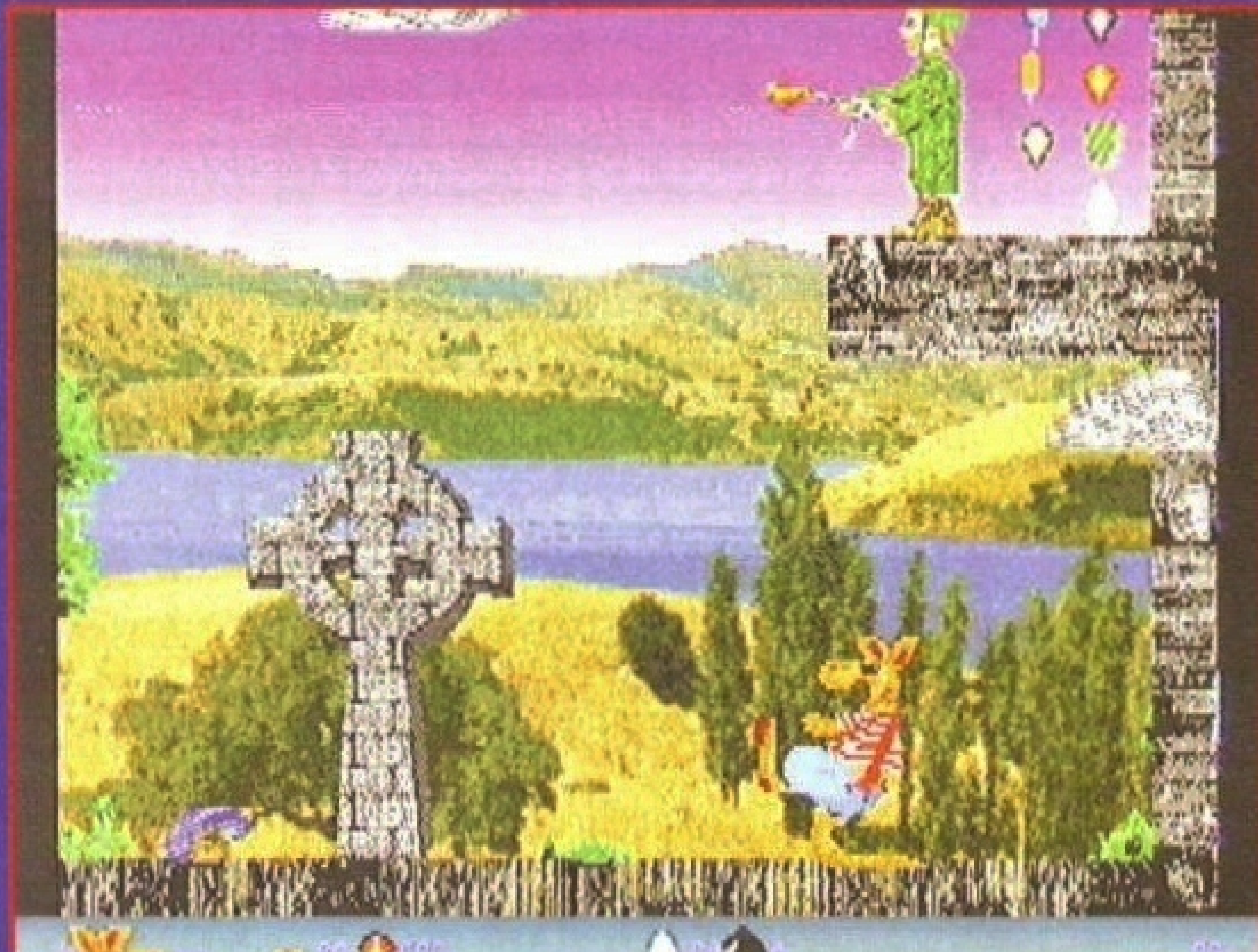
SHAMBOLIC

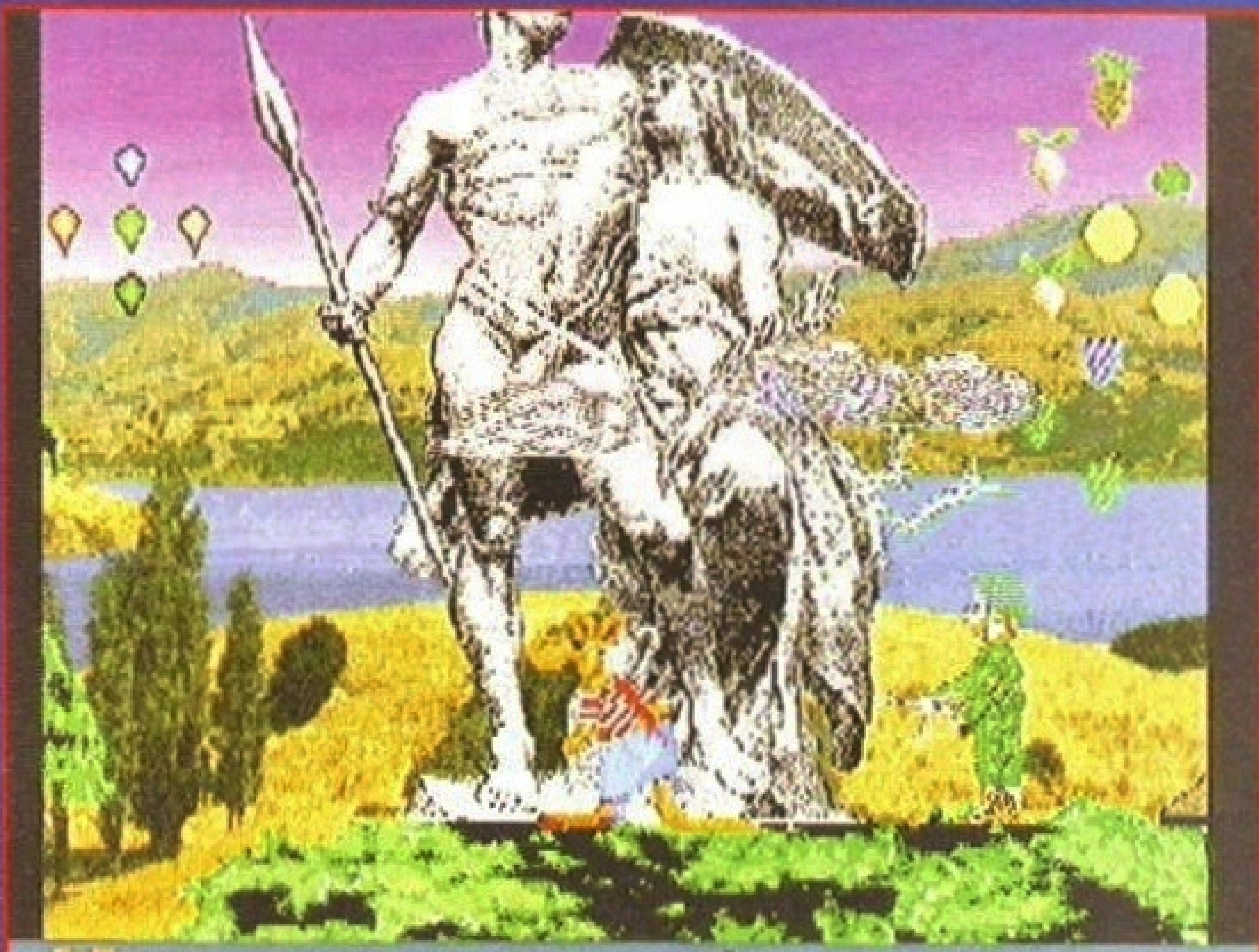
I'm shaking my head when I think about *Kang Fu* and I haven't even started on the shambolic gameplay – yet. You move around platforms, which actually consist mainly of buildings and plants and trees, collecting jewels and fruit and trying to avoid or destroy the hundreds of baddies (ranging from green chaps


An evil vicious rhinoceros. Actually his horn extends to attack Klont, but it's pretty ineffectual and very easy to dodge.


Klont looks remarkably unimpressed by the punk chicken on the platform above him. Probably because Klont has a machine gun.


These buildings are all well and good (the quality of the pictures is much better when the game's actually running on screen) but mostly pointless as they don't enhance the gameplay.


Look at that bloke with the gun! LOOK AT HIM! I don't know about you but this is the kind of bloke with a gun drawing that I'd do on Math's rough books when I was about 11.


There's a prize for the first person to write in telling us just what this famous statue is and who it was created by. First prize is a copy of Kang Fu. Second prize is two copies, etc etc.


Some sort of ancient Egypt reference? No, we don't know why there are green ghosts.


The city at night. What a magnificent skyline. Complete with roadsigns.

with pikes to bendy sticks of rock). And to get to the tantalising bunch of jewels up there in the sky? Jump on top of a tree of course.

Still, those wacky chaps at GREED have given you loads of weapons to pick up and use against the enemy. That's if you want to pick them up and don't just romp around bouncing on their heads to kill 'em. Everything from machine guns to eggs can be thrown at the baddies (and yes, as you might by now suspect, the eggs are more effective).

But it's not just weapons that need to be collected, keys should be picked up whenever you come across them because they enable you to get to other parts of the level. And there are also loads of little kangaroos (Joey's I believe?) running about which you should pick up and stuff in your pouch. If you collect 10 Joey's then you are rewarded with an extra life.

Bet you can't wait to bung this in the machine and fire it up can you? No, I bet you can't. It's not worth getting hold of this no matter how desperate you are for a new CD32 game – it's not even worth getting hold of just so you can laugh at it. Amiga games used to be and most still are, great.

LAMENTABLE

This is THE machine for gameplay, everyone knows that and there can't be any excuse for software of this lamentable standard appearing in the latter half of 1996. If it had appeared in 1986 it would be forgivable (it still wouldn't score very well, but at least you could appreciate what they were trying to do), but nowadays it looks and plays like a joke.

DUTCH

The only really good thing is that the game comes from Holland. From this address in fact: Kang Fu, ALTER Interservice, Hagegracht 68, 7607 EE Almelo, the Netherlands. And hopefully just having to write that out on an envelope will prove to be too much effort, so you won't bother. Especially when you stop and remember that you've got to write a cheque out as well and put that in the envelope as well.

Maybe Great Effects Development will get it all right in *Kang Fu 2* (which would have to be a completely different game if it were to score any higher than this lamentable effort), but if that ever comes into the office when we've got some good Reader Games to look at guess which one's going to be waiting 'til last? AF


Skippy, yesterday. Actually this is obviously a mummy kangaroo, which Skippy wasn't I don't think.

PUBLISHER: ALTER Interservice, fax (+31) 546 817
PRICE: £24.99
VERSIONS: CD32
REQUIREMENTS: AGA Amigas with CD-ROM drive
RELEASE DATE: Out Now

GRAPHICS: ●●●●●○○○○○
And that's only because someone wasted a lot of time on 'em.

SOUND: ●●●●○○○○○○
Pants, pants, pants. Very little time spent on this.

ADDICTION: ●●○○○○○○○○
That's only because someone wasted a lot of time on the graphics.

PLAYABILITY: ●●●○○○○○○○
Even Cathy thought it was crap and she normally likes anything.

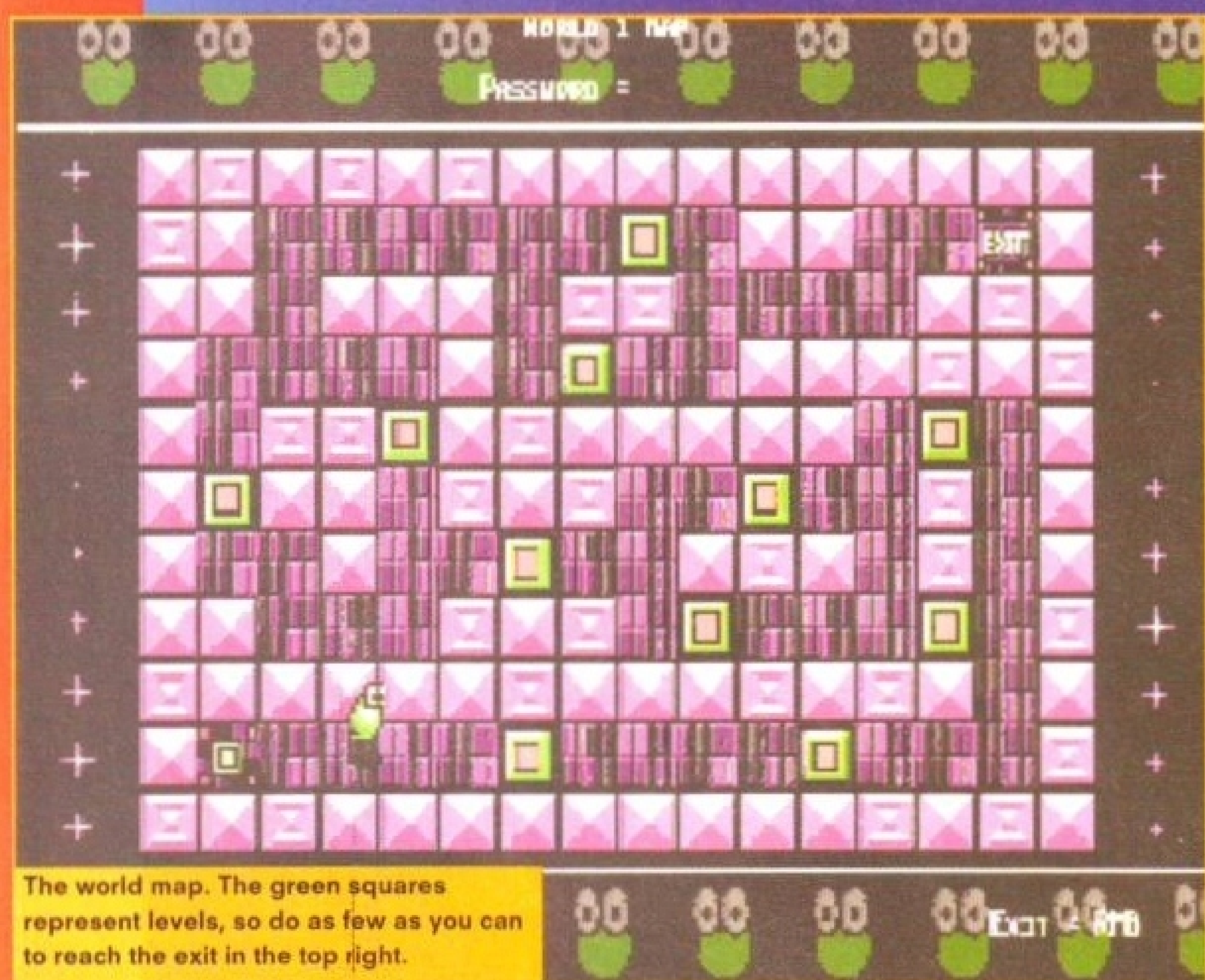
OVERALL VERDICT:
Sorry, no flashy summing up paragraph here, *Kang Fu* is a dreadful game that you should avoid wasting your money on.

20%

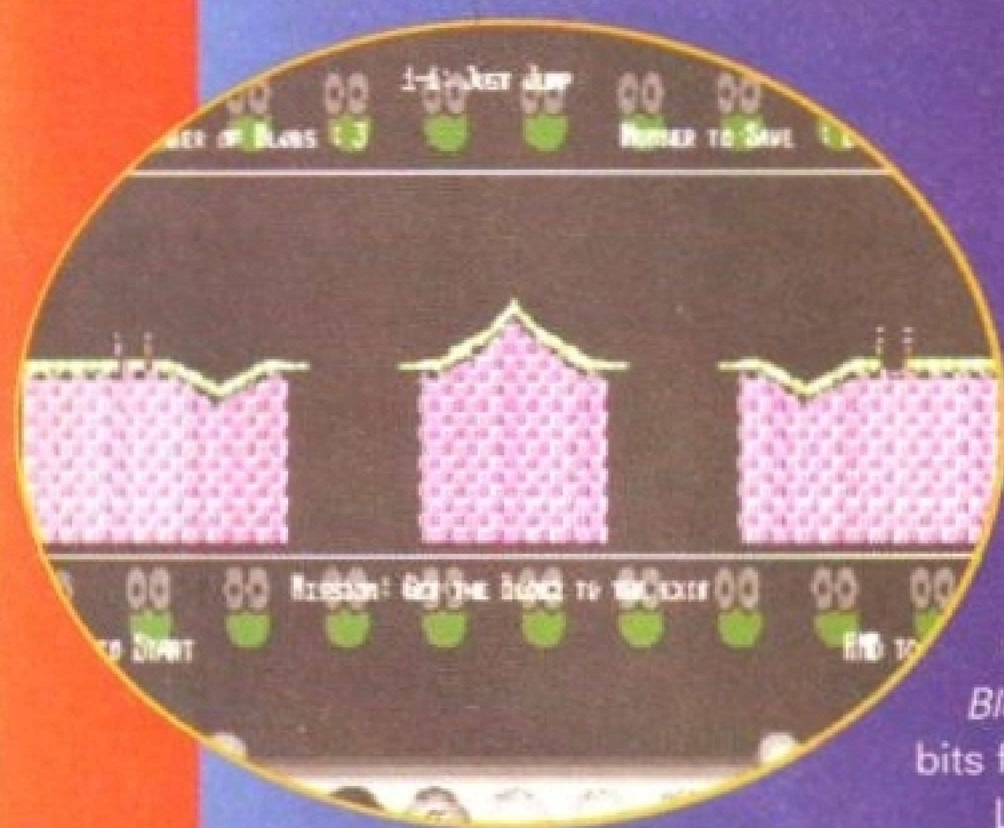

Kangaroo versus oversized gorilla. Klont leans back to parry any blows from the gorilla's main attack mode – raising and lowering his right forearm. His mouth also moves. Ho hum.

Blobz

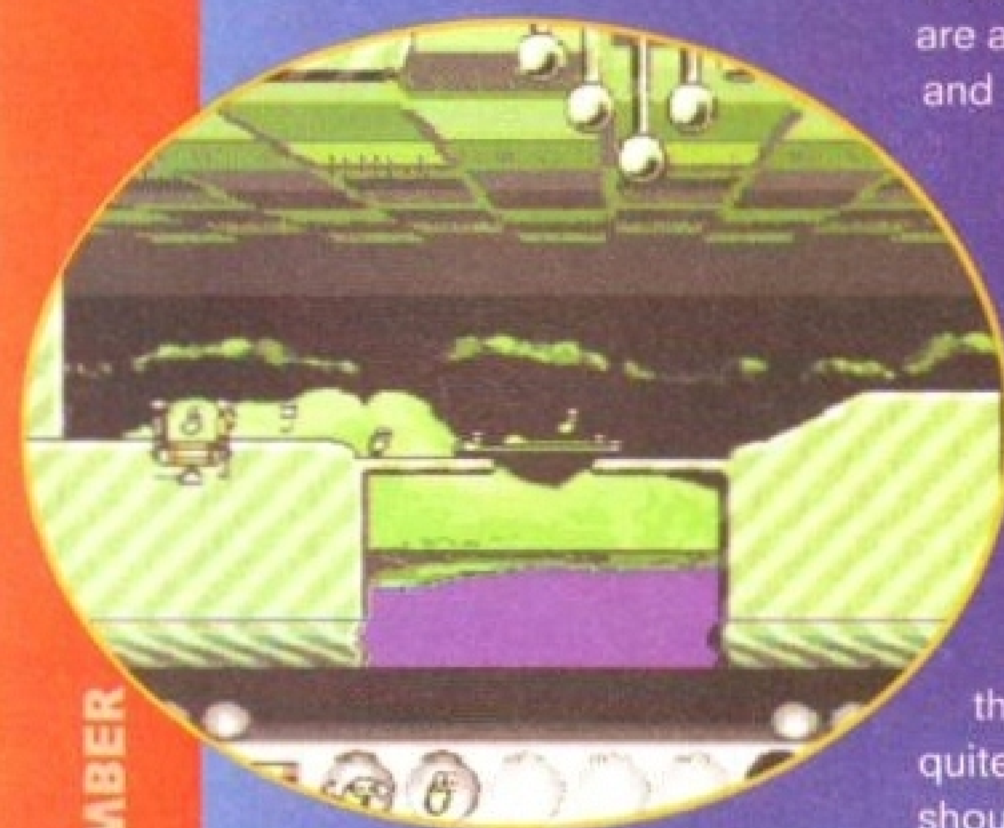
Any ground-breaking game is inevitably cloned. Even mediocre games are often cloned. Thankfully we can't do this to people just yet, so there's still only one Andy Smith.



The world map. The green squares represent levels, so do as few as you can to reach the exit in the top right.



The whole level, before you start. Time to plan your strategy.



It's like bridge building in Lemmings except your blobz stretch into bridges.

B*lobz* is *Lemmings* really, but with some other bits from games like *Worms*. I've got absolutely nothing against games that are like other good games – how many Amiga footie games are there? And therefore I have no problem with the fact that *Blobz* is *Lemmings* with some other bits from *Worms*.

Let's deal with the obvious graphic similarities between *Blobz* and *Lemmings* first – you're controlling small 'creatures' called blobz. They are a mere three or four pixels high and they move around 2D platforms.

LEAD THE WAY

Progress through *Blobz* is achieved by guiding your characters from the start, to the exit on each level – within a time limit. Of course, it's not quite as simple as that.

You can't just let the blobz make their own way, because they have no brains and they will quite happily walk to their death should anything fatal appear in their way. So, to help them on their way you've got to assign certain skills to certain blobz. This will enable them to get over, round and through obstacles.

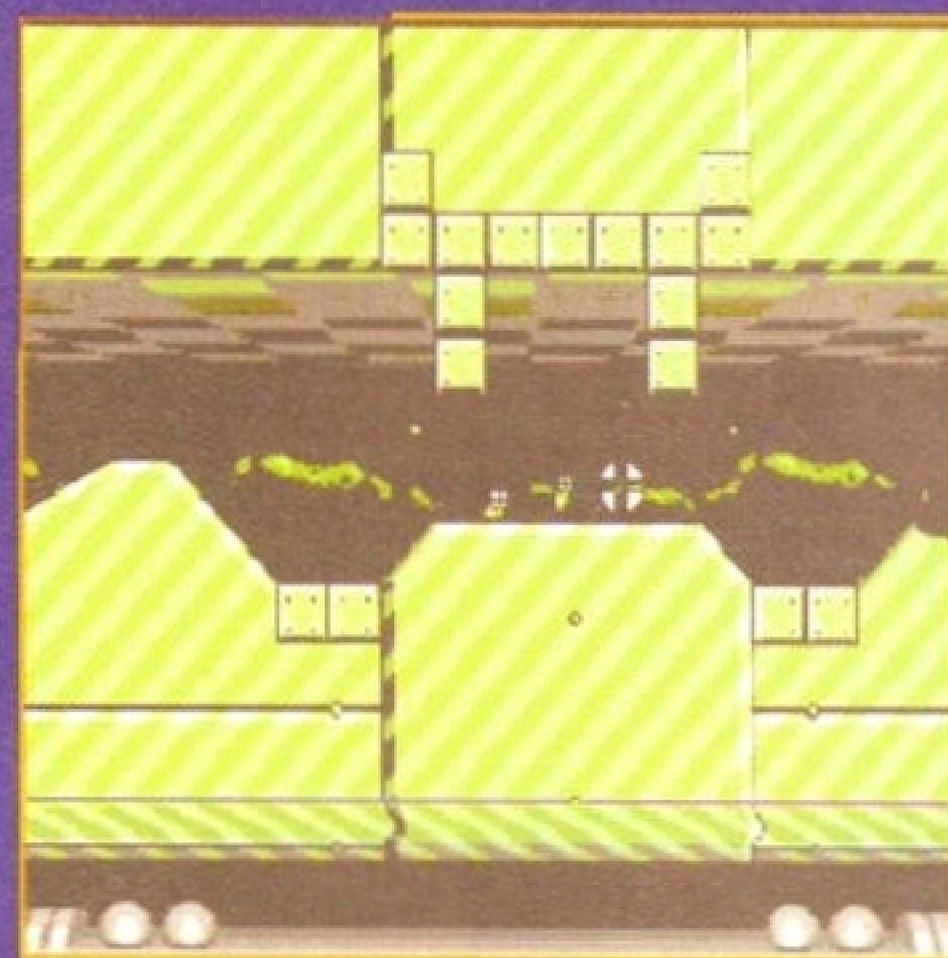
At the bottom of the screen is a panel of icons. Click on an icon, for example the one to jump, and then move your pointer over a blob on the platform and press a mouse button. Hey presto, the blob jumps. If you click on the dig icon and then a blob, the blob digs. I'm sure this must be terribly familiar to all of you by now.

THAT'S NOT ALL

To leave it there though, would be terribly unfair. There are tweaks and additions to the gameplay that you won't find in



That nasty spiky thing on the left, keeps falling down and squishing your lovely, innocent blobz as they bounce past...

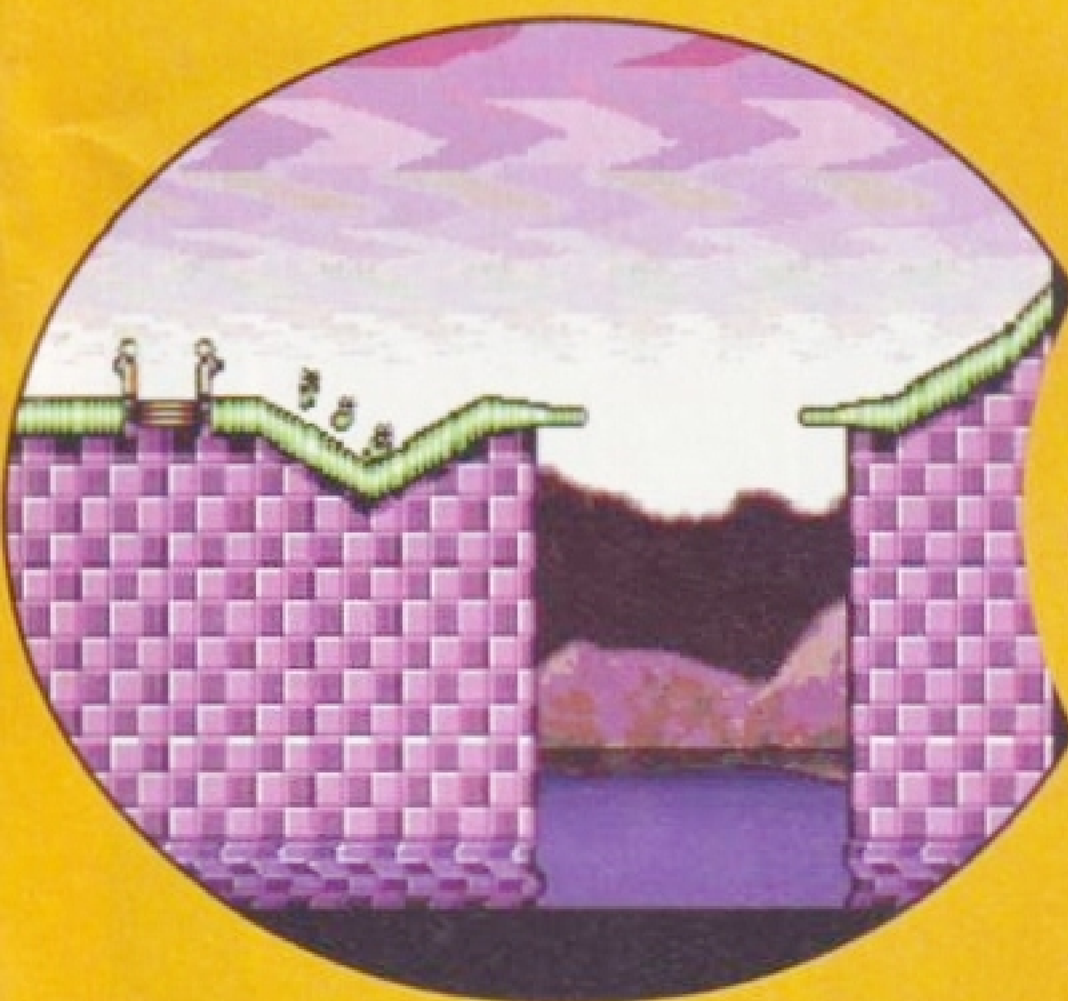


... so you use a shooting blob and let off a rocket to destroy the nasty spiky thing of course.

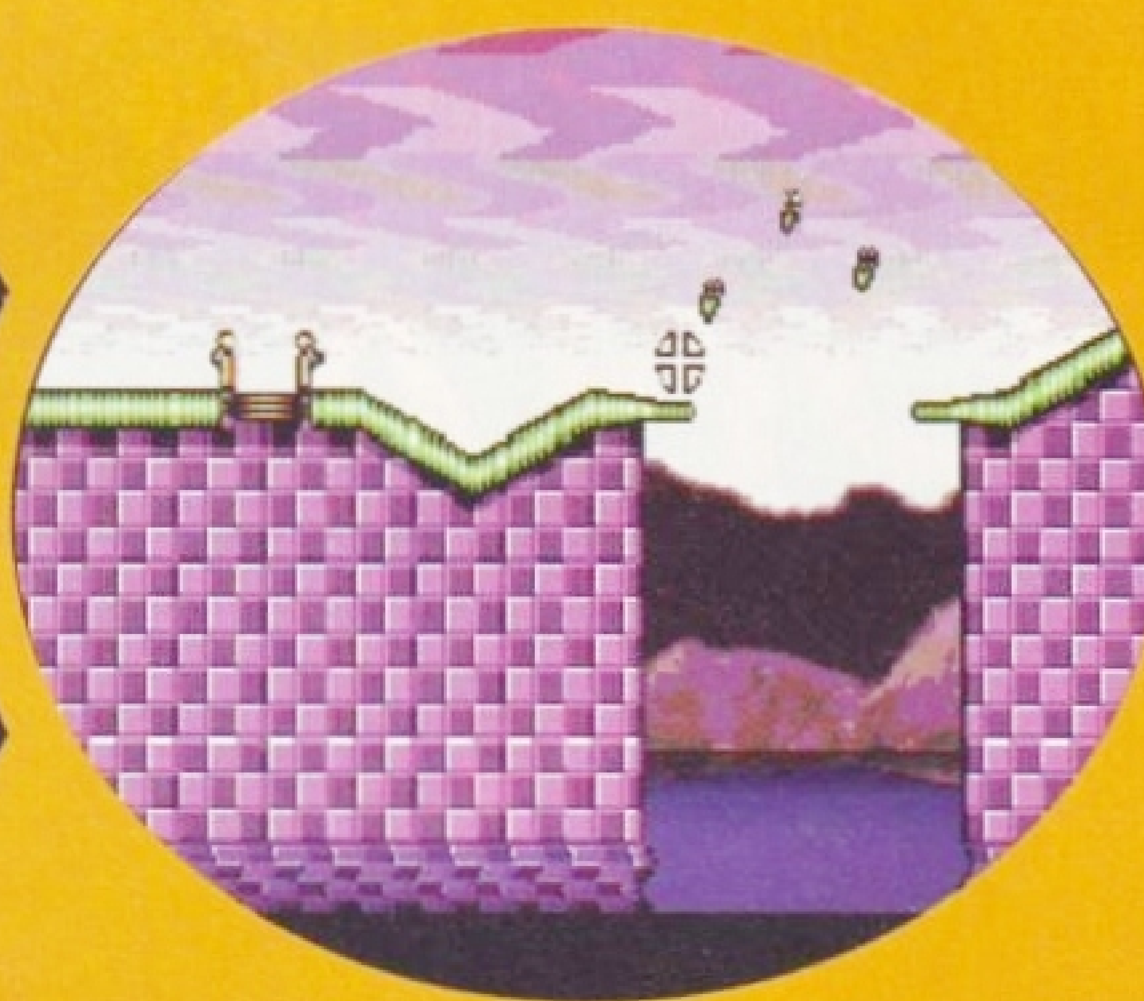


On this level you're learning to use your digging blobz. The idea's to get 'em to dig so they collect crystals on their way down.

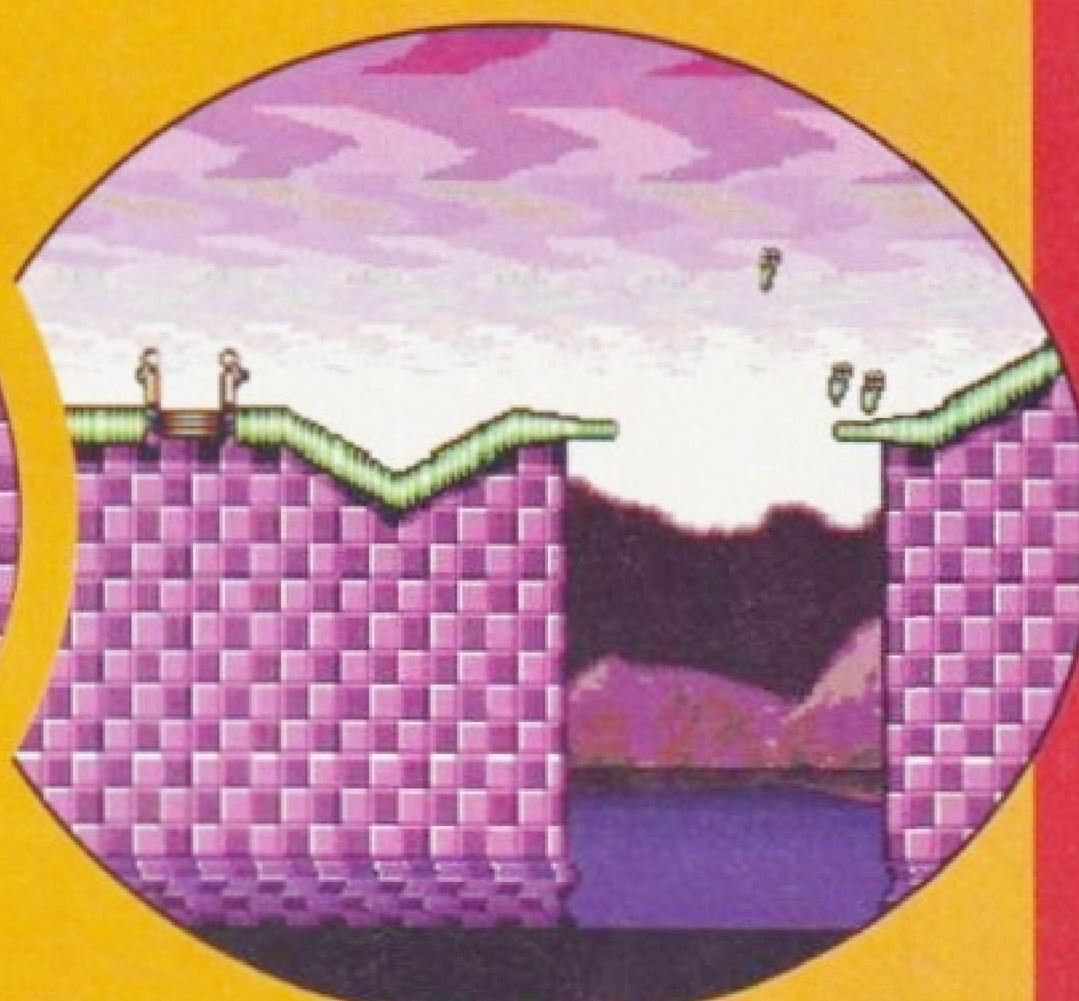
BRINGING THE BLOBZ BACK HOME



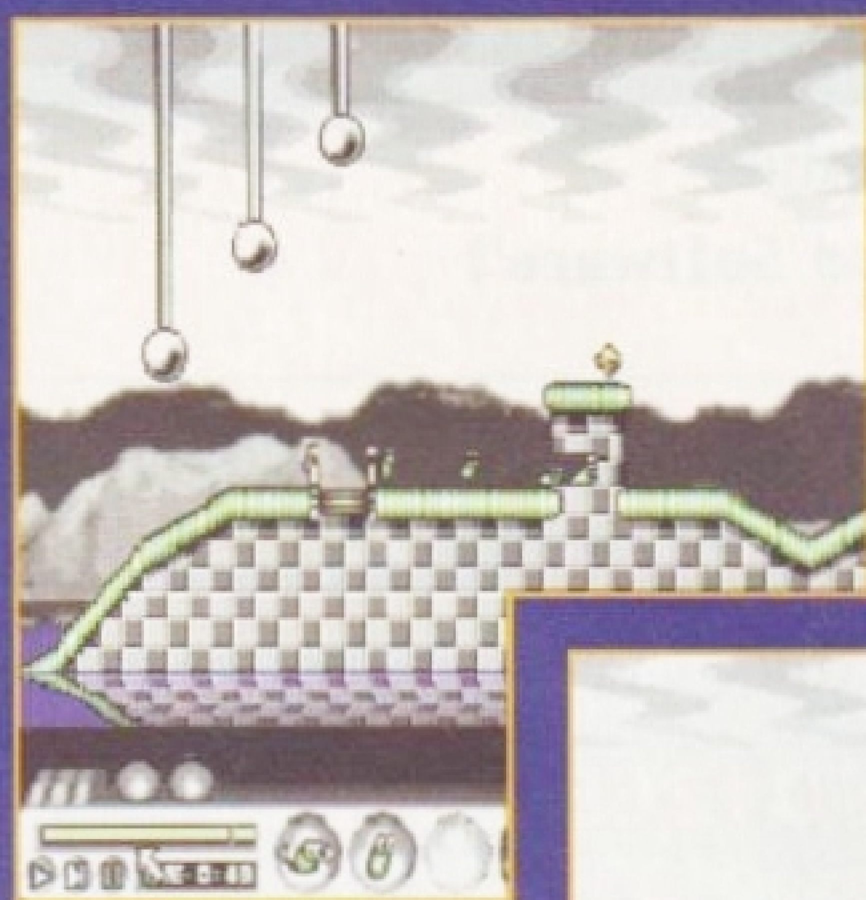
1 Right lads, after me. All we've got to do is leap this vast chasm and we'll be on our way back to blighty. Mind out for the briny though chaps, it kills!



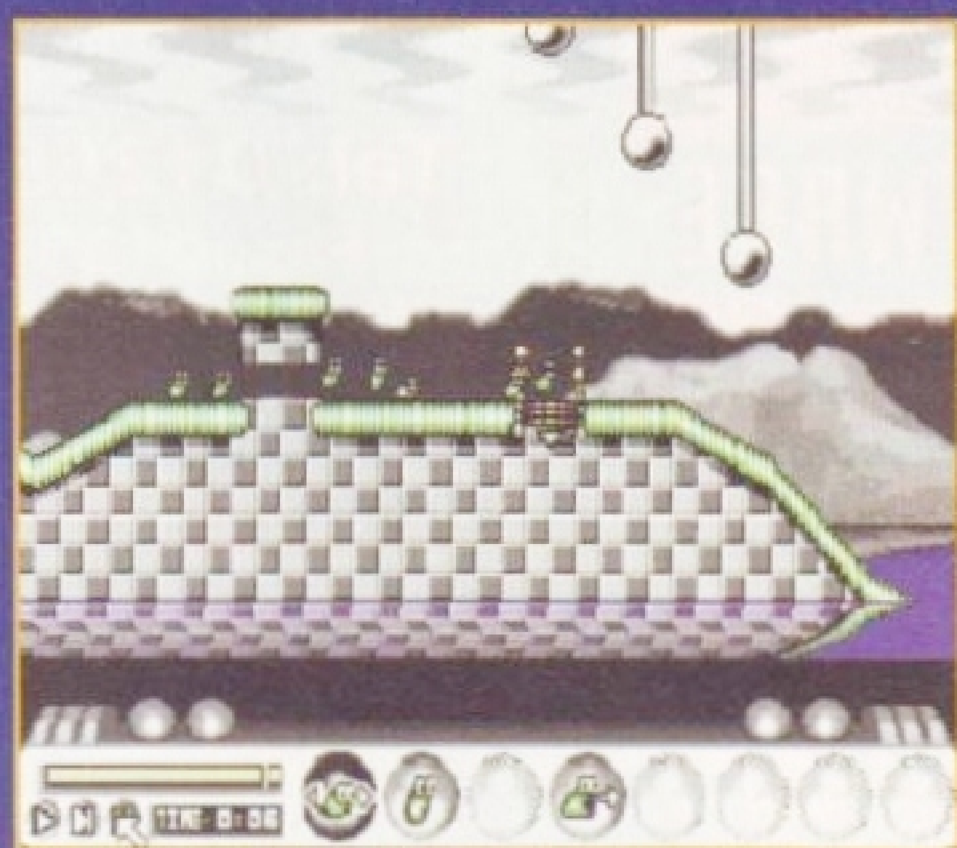
2 That's it lads, deep breath when the cursor's over you and we'll leap through the air with super-blob strength. Come on Smithers keep up lad – this is not a holiday camp!



3 Good work lads! Follow me, the exit's just up ahead. Mavis in the NAAFI's going to be pleased to see us I can tell you! C'mon Smithers, the teas are on you!



Vertical obstacles (left) would normally prove difficult to negotiate – especially close to the start of the level...



...unless you've got a chomping blob who can just eat a path through the scenery! Oh joy!

Lemmings. For a start, there are weapons which can be used to blow up obstacles (this is the bit pinched from *Worms*), which leads me nicely to a gameplay feature that *Blobz* has which *Lemmings* doesn't: as well as getting your blobz to the exit, you're often given a specific task to do, such as collect objects or destroy certain installations. Apex have made life trickier in that you don't necessarily have the full range of skills available to you at the start of the level. Sometimes you have to pick up extra skills as you work your way along the level and invariably you're going to need these extra skills later on.

WORK IT OUT

You'll often find that there are levels that require you to sacrifice some blobz in order to get the others to safety. There are also levels that require some quick icon manipulation as you attempt to get a blob to use a variety of skills in a very short space of time.

Thankfully Apex have included a slo-mo mode – you can slow down the blobz movement to a snail's pace, giving you a much better shot at getting the right blob to do the right thing at the right time.

The nasty thing about this slo-mo mode is that it doesn't slow down the clock. And this is probably my biggest problem with the game – the time limits you have are murderous and a few more seconds on each level would not seriously limit the game challenge.

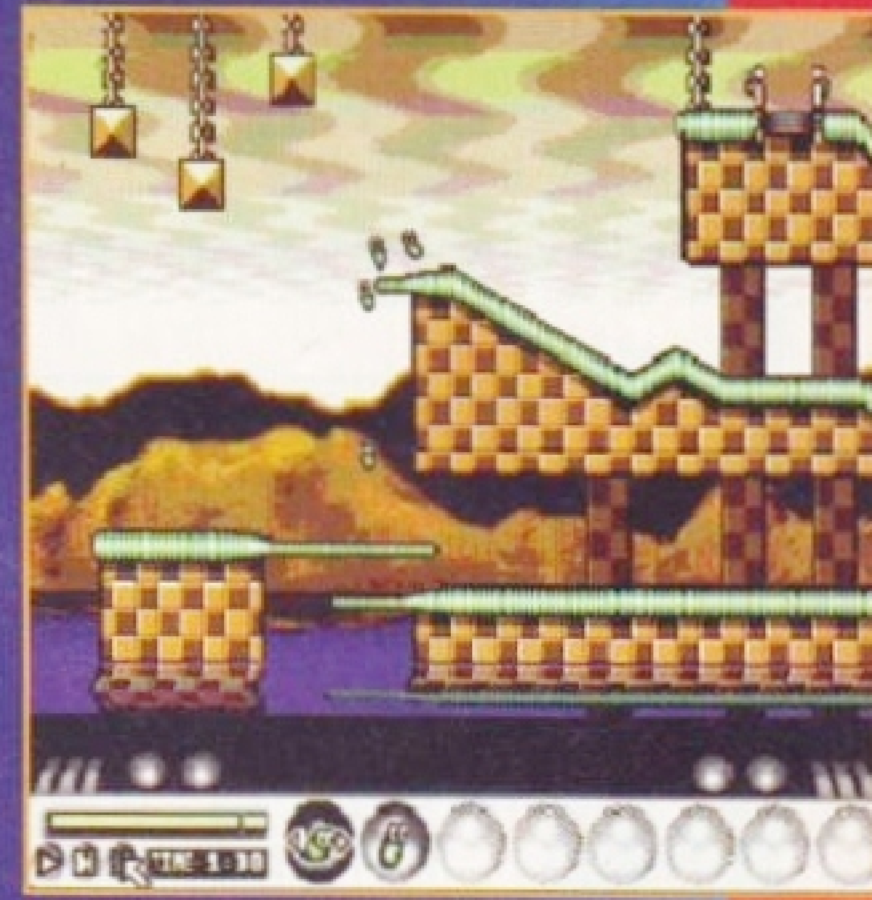
After all, the joy comes from figuring out what you need to do to get the blobz to the exit, and not from frantically whizzing the mouse around the screen, as you try to select skills and assign them to your blobz.

There's a level editor included with the game, enabling you to construct your own levels and get your mates to solve 'em so when you've finished the pre-designed levels there's still plenty to do.

Apex have taken the basic *Lemmings* model and although they've added tweaks here and there. it's practically the same game. We know *Lemmings* is an excellent game – and if you're going to make a clone you might as well pick an excellent game to clone – but somehow this doesn't make Blobz an excellent game. It's just too close to the original. The added extras don't take the gameplay any further than the *Lemmings* games have gone already and although it's novel to use weapons and have mini sub-tasks on the levels, the novelty wears off very quickly.

MORE OF THE SAME

Even though *Lemmings* fans especially and puzzle fans in general should find *Blobz* entertaining, I think they are going to look at this and find it's all just too familiar. Sometimes a clone, even a clone of a great game, just doesn't manage to instill the same amount of excitement as the original and that's exactly the case with *Blobz*. I don't have a problem with games being cloned, and I can understand Apex picking a game as famous and as popular as *Lemmings,* after all if you're looking to publish a game in today's Amiga market you better make damn sure it's a bit of a corker for a start. As you'll have gathered though, I do have a problem with clones that are just too close to their parent. If a clone's going to work, it's got to add and improve on the original. Blobz doesn't do that.



Lots of things falling over a cliff to their death. That reminds me of those lilttle furry creatures. Hmmmmmmmm.

PUBLISHER: Apex Systems 01709 890552
PRICE: £14.99
VERSIONS: A1200
REQUIREMENTS: AGA Amigas
RELEASE DATE: Out Now

GRAPHICS: ●●●●●○○○○○
Functional rather than fancy but they do their job.

SOUND: ●●●●○○○○○○
Not a lot going on in this dept, but that doesn't really matter.

ADDICTION: ●●●●●●○○○○
Fail to finish a level and the nagging 'what if' feeling gets stronger.

PLAYABILITY: ●●●●●●○○○○
Frantic mouse manipulation is more annoying than entertaining.

OVERALL VERDICT:
Excellently produced but just too close to its inspiration to merit a higher score. The crippling time limit on most levels does nothing to make the game more appealing either.

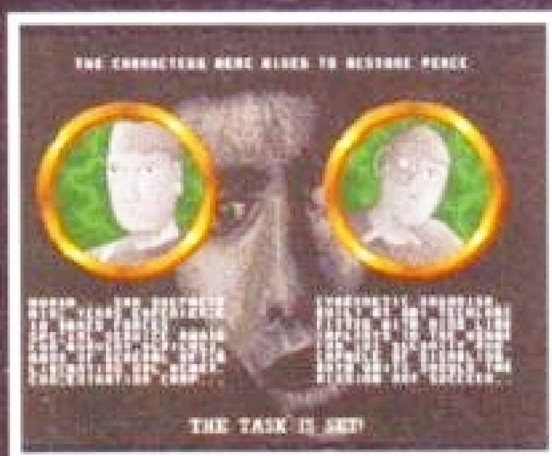
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Reader Games

Welcome, once again, to the inner workings of the amateur games designer's mind.

Come with us as we explore the intricate neurones and synapses of perceived gameplay. Watch in wide-eyed wonder at the artistic representation of sprites, backgrounds and intro screens. Be amazed at the aural delights (well, you can't actually enjoy that bit because you can't hear 'em) and join us as we shake our heads at the really crap ones and wonder 'why, oh why?'.

Of course, this section of the magazine is devoted to the games we get sent in which have been designed and coded by you, our goodly readers. The object of the exercise is not to pour scorn on the dreadful ones, merely to advise and pass comment on why they're particularly crap.

And, with prizes to give away to the best ones – plus some interest from a commercial publisher, Epic Marketing – you really have absolutely nothing to lose. Get your masterpiece sent in as quickly as possible! In the meantime, let's have a look at this month's goodie bag...

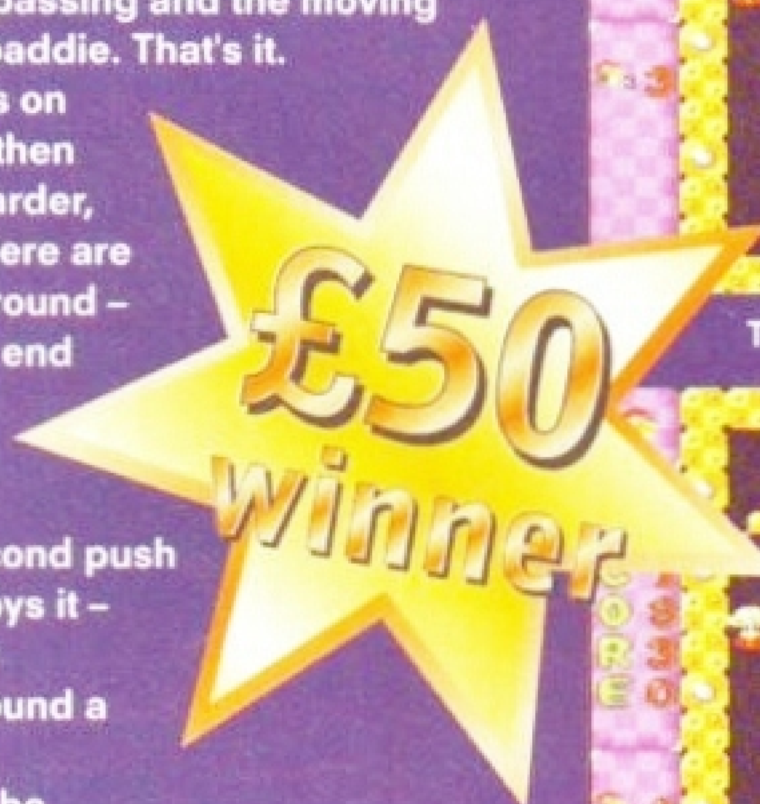
GAME: SUPER PENGO TWINS
AUTHORS: LEE MARTIN AND DAVID WORSWICK
LANGUAGE: BLITZ BASIC

Guess what? Yes. But it's a good copy at least and there's a few ideas pinched from other games in here as well.

Basically, you're a little penguin – or you and a mate are little penguins, because you and a friend can play simultaneously – who's got a load of baddies to destroy.

To kill a baddie – Part one:
First stand next to a block of stone (it doesn't matter what colour the stone is – unless it's yellow, in which case it can't move). Next, face the direction you want to push the stone. Now press fire when a baddie is passing and the moving stone will squish the baddie. That's it.

Kill all the baddies on the level and you can then move onto the next, harder, level. Harder in that there are less blocks to move around – incidentally, you don't end up getting yourself boxed in when you're moving boxes around because a second push against a block destroys it – and the baddies (little mushrooms) move around a lot faster.



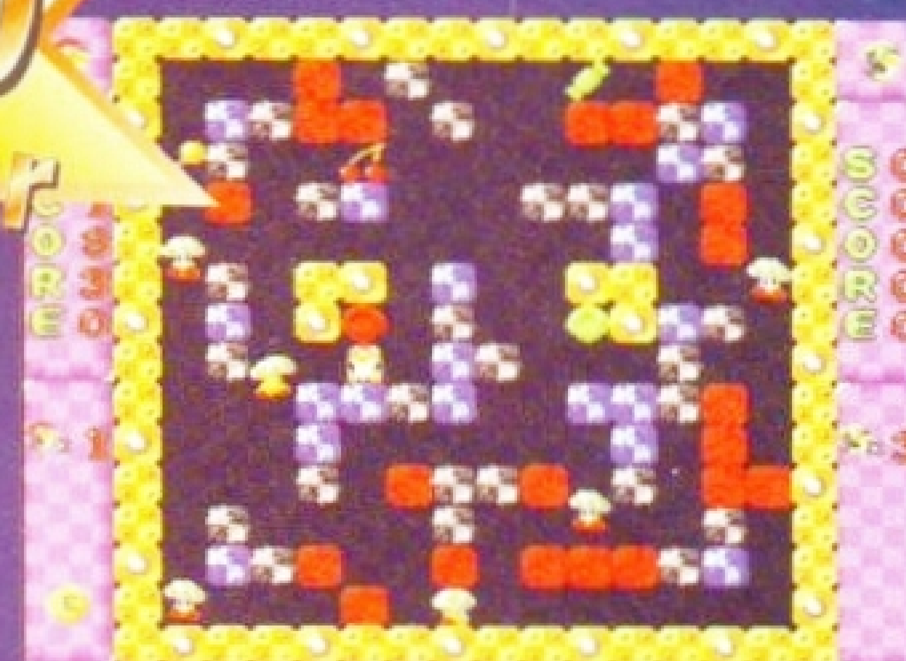
Bonus points can be picked up simply by running over fruit whenever you get the chance or by picking up letters to make up words.

This is good stuff. It's not Format Gold quality simply because there isn't enough variety but it's a fine example of what readers can do when they put their minds to it. Good work fellas.

VERDICT: VERY WELL IMPLEMENTED AND VERY PLAYABLE. THE SIMULTANEOUS TWO PLAYER MODE MAKES FOR LOADS OF FUN AND EVEN WHEN YOU'RE PLAYING SOLO YOU'LL FIND IT ENJOYABLE AND ENTERTAINING. THE ONLY SERIOUS CRITICISM I WOULD HAVE WITH *SUPER PENGO TWINS* IS THAT AFTER A WHILE THE BADDIES START RUNNING AROUND RIDICULOUSLY FAST.



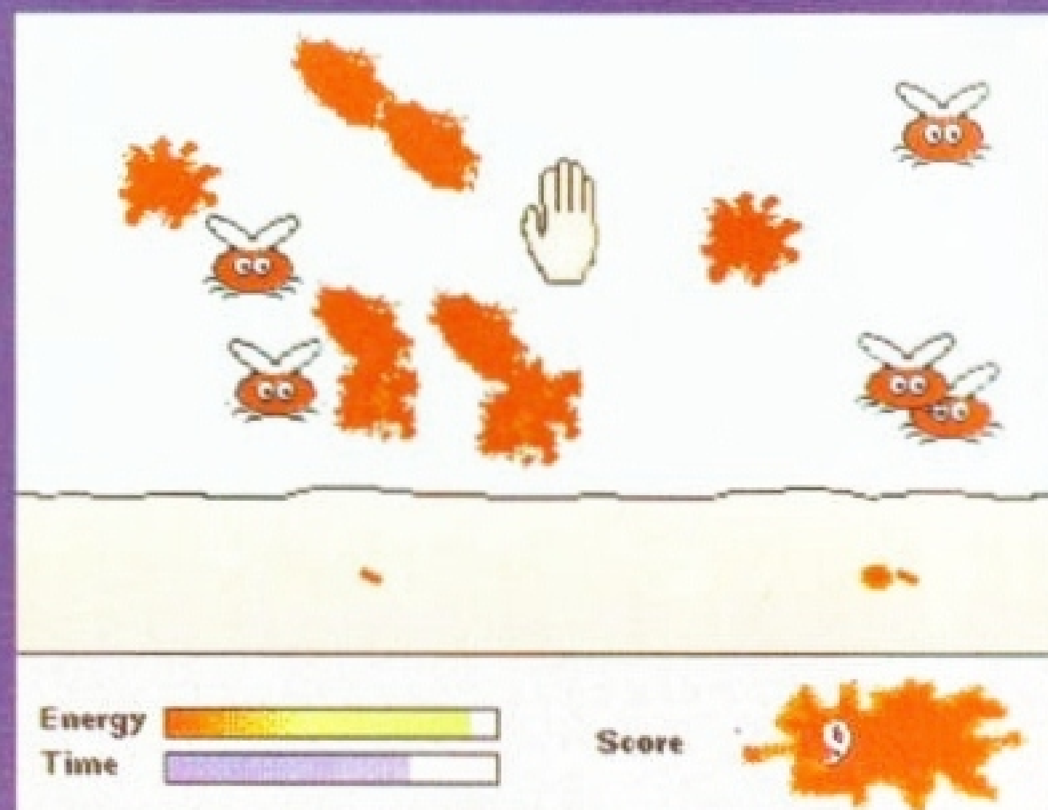
There you are, in the middle of the screen.



Push the blocks, destroy the mushrooms. Hurrah!



You can even destroy the blocks if you get stuck.



Move the hand around the screen, press the button and splat all the nasty bugs.

GAME: SPLAT!
AUTHOR: MATTHEW CUTTS
LANGUAGE: BLITZ BASIC 2

Here's another game that could best be described as a 'homage to' other games. The idea's very simple – you control a hand that you move around the screen with the mouse. The screen is full of insects that move around in random patterns and at random speeds. The object of the exercise is to simply move your on-screen hand over the insects, press the mouse button and splat the insect.

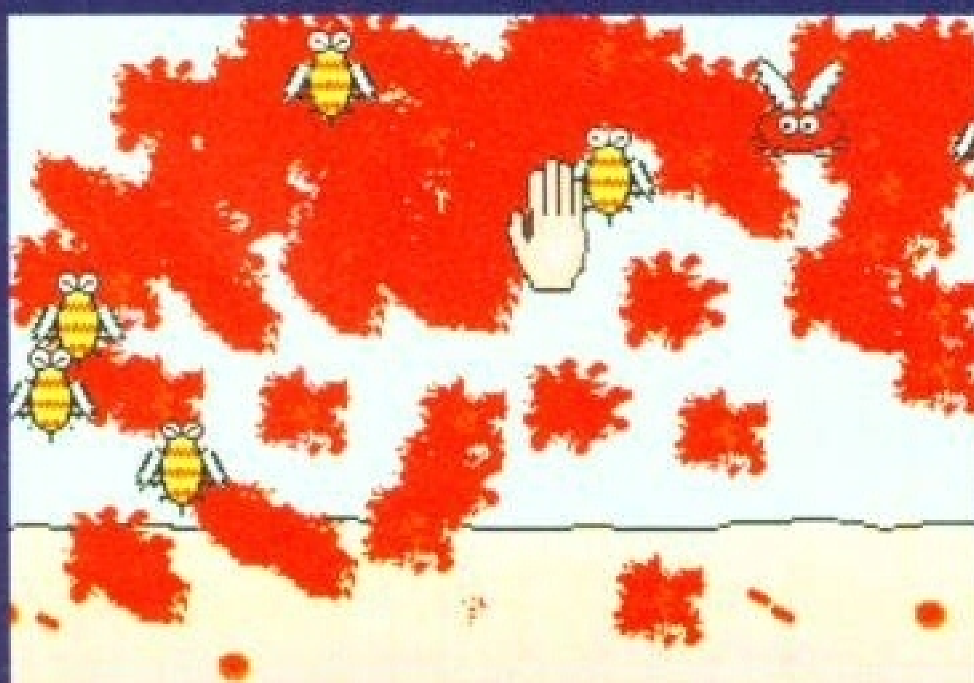
You've got a time limit and an energy bar, every time one of the insects escapes off the bottom of the screen you lose a little bit of energy. Gameplay continues in this fashion until you've lost all your energy and it's game over. The time limit simply gives you an indication of how long you've got to survive for this particular level before moving onto the next. The difficulty increases on each subsequent level simply by introducing different insects – usually ones that move around a lot more and head

Continued overleaf ➡

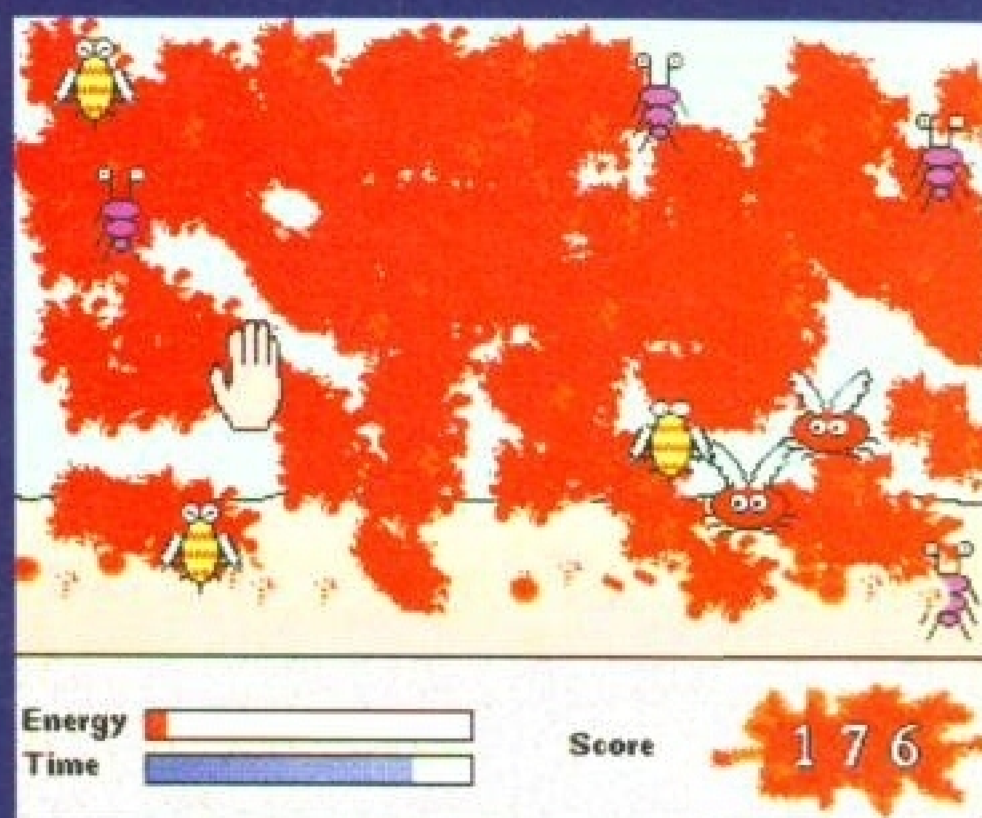
for the bottom of the screen a bit faster.

What can I say? This is great fun for about 10 minutes. Matthew's done well with the game because the collision detection is erm, in the player's favour, shall we say, which is good, because frantic action is the order of the day, not precise swatting.

I like this game. It's silly and it's going to keep you entertained while you're waiting for the kettle to boil or something but beyond that – forget it!



As the levels get harder, so do the bugs (left) as they rush towards the bottom of the screen at a much higher rate of knots. Things are getting messy now! (below).



VERDICT: VERY WELL PRESENTED AND AS POLISHED AS IT NEEDS TO BE. THE INCREASING DIFFICULTY WORKS WELL ALTHOUGH I'D SAY IT'S A LITTLE DIFFICULT TO START WITH ANYWAY. THERE'S ABSOLUTELY NO LONGEVITY IN THIS GAME. BOOT IT UP, PLAY IT, FORGET IT. A SIMPLE IDEA WELL WORKED THROUGH AND DESPITE A BAD HAND ICON IT'S GOOD FUN.

GAME: T RACERS
AUTHOR: JAMES DANIELS
LANGUAGE: AMOS

And still the clones continue. This one's a *Skidmarks* inspired racer. Up to eight players can compete as you all race around the viewed from above tracks. And there are loads and loads of tracks. But when I say it's a *Skidmarks* clone, the only real resemblance (apart from the genre) is the fact that the little cars do indeed leave little skid marks.

This is surprising because the cars don't feel like they should leave any kind of skid marks as the impression of driving you get is hardly realistic. Your cars seem to float around the course – collide with the walls and your car rebounds alarmingly! There's also no collision between the cars – they all simply drive over each other as they chug around. I say chug because even on a 1200 you'll notice the screen slow down every now and again.

The main gameplay feature that James, to his credit, has introduced is the inclusion of good and bad power ups. Collect the green symbols and good things happen to your car – it goes faster or whatever, and collect the red power ups and bad things happen to your car (it goes slower and so on).

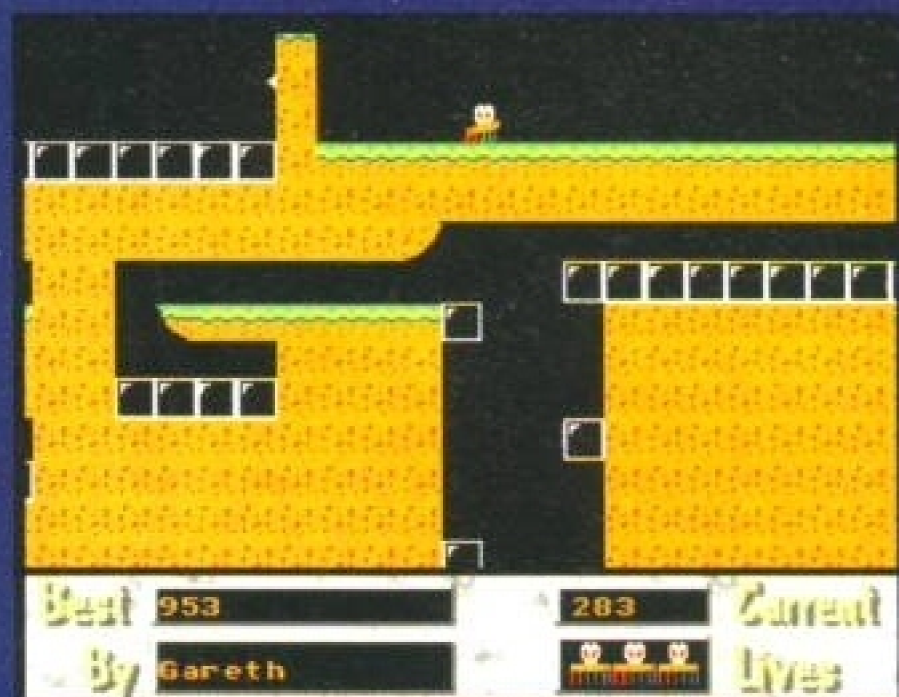
The menu screens are fine, it's easy to play but it's just not very satisfactory. It's certainly hard to get any sense of competitiveness when the cars all barrel around over each other. It's not a disaster by any means, but there are better versions of this around.





As you can see, the racetracks have not erm, been drawn by anyone with a erm, technical drawing background!

VERDICT: THE CARS MAY BE EASY TO CONTROL BUT THERE'S NO REAL FEELING OF ACTUALLY BEING IN CHARGE. THERE'S FAR TOO MUCH INERTIA AND GENERALLY THE CARS FEEL AS IF THEY'RE FLOATING ROUND THE COURSE RATHER THAN DRIVING. POWER UPS ARE A GOOD IDEA BUT THEY AREN'T VARIED ENOUGH AND THEY DON'T LAST LONG ENOUGH. COMPETENT BUT LACKING CONVINCING GAMEPLAY.



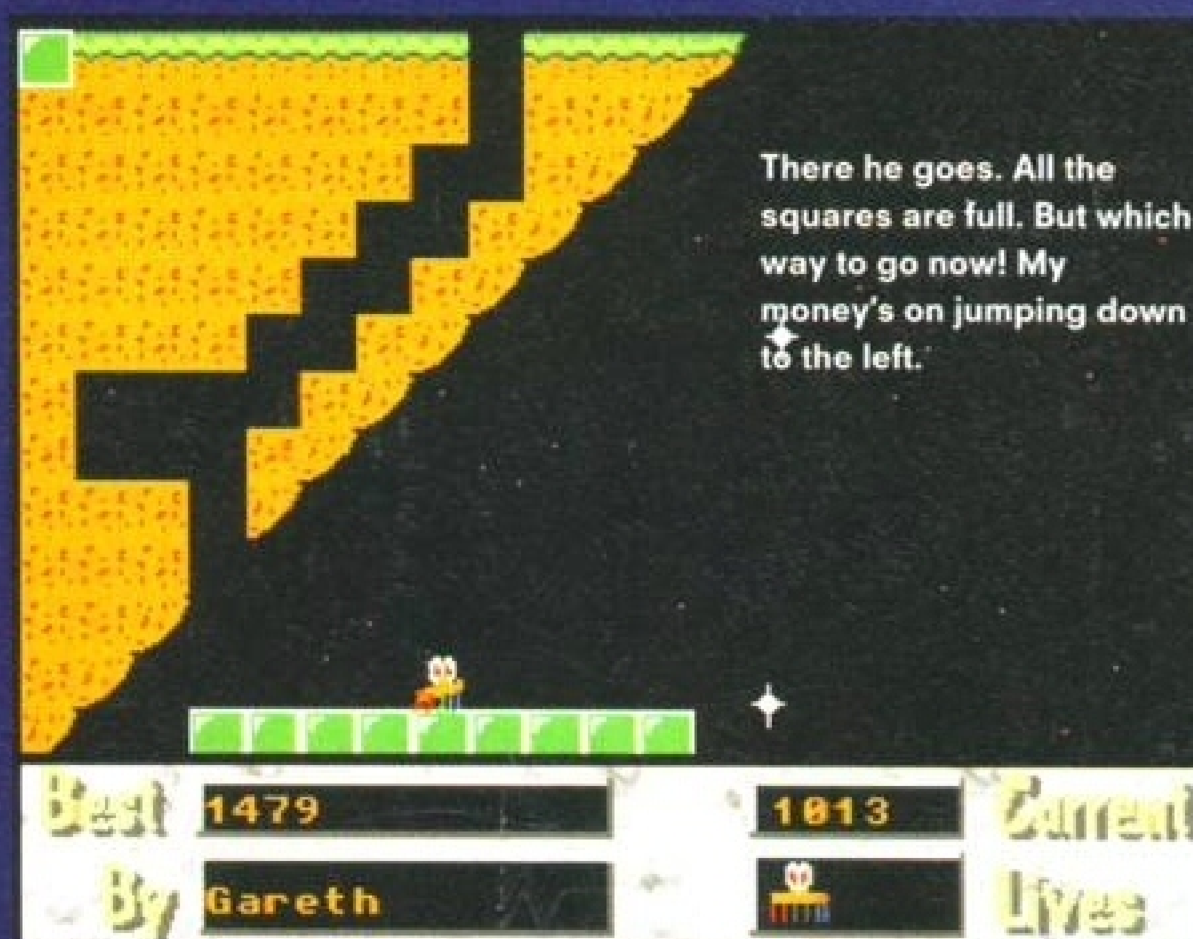
That's you at the top, and those empty squares are what you need to run over to fill with paint.

GAME: GLOSS FINISH
AUTHOR: GARETH WILLIAMS
LANGUAGE: AMOS PROFESSIONAL

Here's a little twist on the old 'move a paintbrush around the screen while avoiding the baddies' games. Now you've got to move a paintbrush around platforms while avoiding the baddies. The platforms consist of empty boxes – you trundle your paintbrush over 'em and they become filled. The idea is to fill all the boxes on each level. Or is it? Because there are some boxes you just can't get your paintbrush to touch. They are the vertical boxes. You can get your paintbrush to touch the angled ones – in fact you'll often find diagonal platforms made up of boxes one on top of the other – but the vertical ones just can't be touched. I wouldn't have minded if this was crystal clear, but even when you know you don't have to paint them to complete the level you're still left trying to fill 'em in. This does beg the question 'why didn't they use something else for the vertical parts?'

As for the rest of the game – fine. The controls are easy, the game difficulty pacing is good and everything works as well as it should.

It's not exactly original. Most of your time is spent timing your jumps over baddies, and there could be a few more visual clues to indicate when you've finished or are about to finish the level, but it's OK.



There he goes. All the squares are full. But which way to go now! My money's on jumping down to the left.

VERDICT: COMPETENT AND WELL STRUCTURED BUT ULTIMATELY DULL. THE GAMEPLAY DOESN'T INSPIRE OR EXCITE BUT AT LEAST IT WORKS AS IT SHOULD. MORE AN EXAMPLE OF THE PROGRAMMER'S ABILITY TO FINISH A PROJECT THAN A RIVETTING GOOD GAME.

GAME: TURBO PACMAN 3D
AUTHOR: ROBERT SMITH
LANGUAGE: AMOS PROFESSIONAL

This game may well call itself *Turbo PacMan 3D*, but it's a lot closer to games like *Dungeon Master* than *PacMan*. The *PacMan* idea's the same all right, run around a maze and gobble up all the pills whilst avoiding the ghosts. Only this time you view the action from the first person perspective and you're actually running down corridors gobbling pills.

The ghosts don't exactly rush after you either, they sort of plod about in a 'vaguely coming to get you in a not very scary manner'. Even though they've got bloodshot eyes.

All the corridors look the same on each level (and in fact from level to level as far as I can ascertain) so it's very easy to get lost – in fact you'll spend a lot of time pressing fire just to bring up the map that shows you where you are. At least they stopped the ghosts moving when the map screen's up or that would have been terribly unfair.

All the other main *PacMan* elements are there, well the other main element I suppose – the ability to eat the ghosts when you chomp a power pill (or Dot as the game insists on calling them). And that's about the lot.



See! SEE! It looks like *Dungeon Master.*



It's Nick after one of Ben's rather lovely curries. Either that or it's Andrea on deadline day!





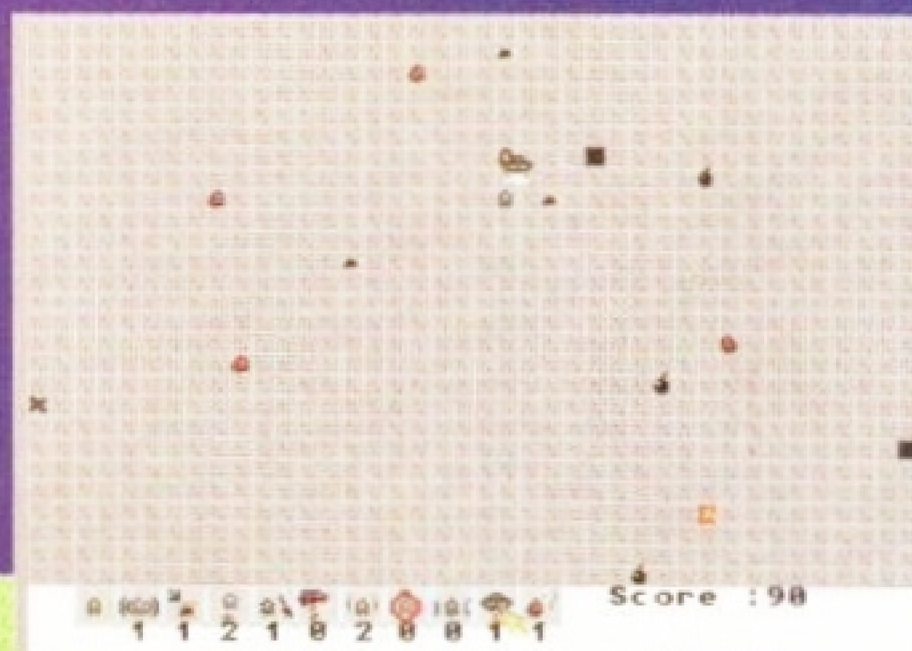
The enormously helpful map screen.

VERDICT: IT'S CERTAINLY 3D, BUT IT'S CERTAINLY NOT TURBO. YOU CHUG YOUR WAY AROUND THE LEVELS AND THE GAMEPLAY HAS MUCH MORE OF A *DUNGEON MASTER* FEEL TO IT THAN *PACMAN*. THE GHOSTS COULD QUITE EASILY BE ANYTHING AND ALL YOU'D NEED TO DO IS ADD SOME KIND OF GAINING EXPERIENCE FEATURE AND THIS WOULD BE A CRUDE ROLE PLAYING GAME. A NICE ATTEMPT THAT FAILS TO WORK AS WELL ON SCREEN AS IT DOES ON THE DRAWING BOARD.

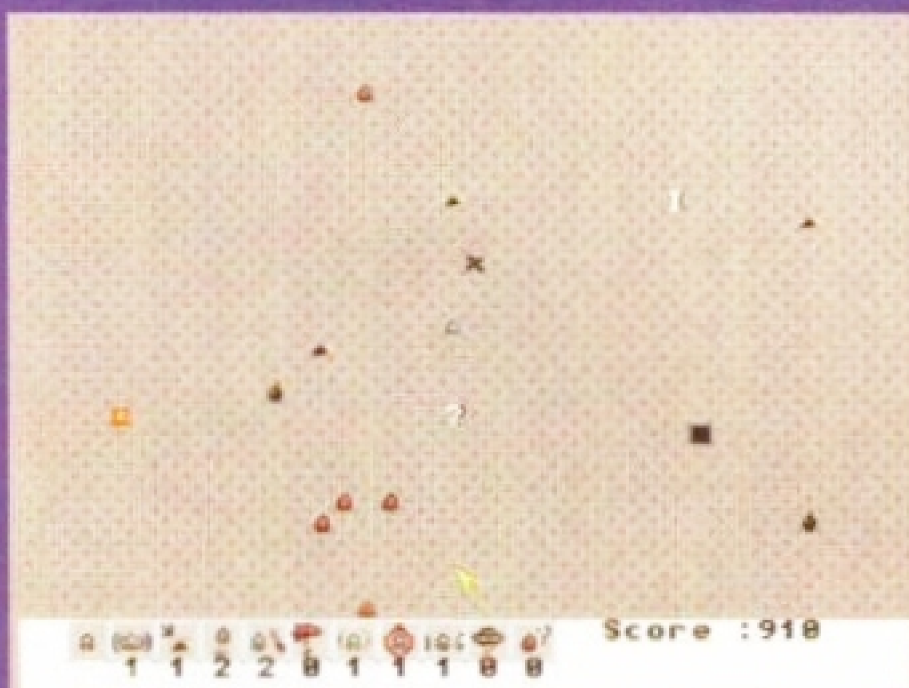
GAME: DALEKS
AUTHOR: MARK HARMAN
LANGUAGE: AMOS PROFESSIONAL

In keeping with this month's obvious clone theme is a clone of one of the simplest, yet most addictive game to hit the Apple Macintosh in the late 80s. *Daleks* is very easy to understand and very difficult to play properly. Basically there's just you in the middle of the screen and a whole bunch of daleks that move towards you (movement is in turns, you move somewhere – one step at a time – and then the daleks move towards you – one step at a time). You've got to destroy all the daleks but you don't have a weapon. You have to position yourself so that the daleks collide with each other. You can then get the remaining daleks to crash into the resulting rubble and they'll be destroyed too. Destroy all the daleks on the level and move onto the next.

Mark's added a couple of twists that spice up the action with the introduction of special moves. Now you can call in airstrikes, pick up bombs and make use of a whole load of other features which tactically changes the gameplay, and for the most part, in a good way too. I'm a bit of a purist really when it comes to *Daleks*, but I do like the new additions and when mastered they really come into their own. Despite the simple nature of the game, there's no excuse for the appaling quality of the graphics I'm afraid.



It's certainly not going to win any prizes for its high quality graphics.



You're the blue thing in the middle of the screen and the daleks are the red things at the bottom. Run away!



The daleks all go crashing into each other and disappear. Hurrah! They can't climb stairs either.

VERDICT: AN EXCELLENT GAME THAT, FOR THE MOST PART, HAS BENEFITED FROM HAVING SOME BELLS AND WHISTLES ADDED. THERE'S ABSOLUTELY NO EXCUSE FOR THE DREADFUL GRAPHICS THOUGH. THE BACKGROUNDS ARE AWFUL AND ONLY MANAGE TO CONFUSE WHAT ARE DESPERATELY DIFFICULT TO SEE ICONS.

IT PLAYS WELL ENOUGH BUT THIS IS ONE GAME IDEA THAT COULD REALLY BENEFIT FROM AN UPDATED DESIGN.

MORE OF THE SAME PLEASE!

This Reader Game's section is becoming so popular that we're looking to expand it. And there's something in it for you! Every game featured wins an Epic CD and the winning entry wins £50 from Amiga Format and another £50 worth of Epic CDs.

Now if that doesn't inspire you to get those submissions in then nothing will.

Just a note of caution though: don't bother sending in that PD game you coded three years ago just to try it on, we'll spot it and chuck it in the bin. After we've erased the disk for good measure.

And, once the game's been featured here in your favourite magazine we'll be passing them onto Epic Marketing who'll take a look at the really good ones with a view to publishing them. There's nothing guaranteed, of course, but you never know – you might just get a phone call in a couple of months time. In which case, please make sure you put a contact number or address on your submission (which you'll need to do anyway, or we wouldn't know where to send the goodies now would we?).

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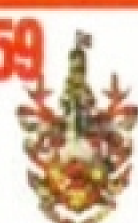
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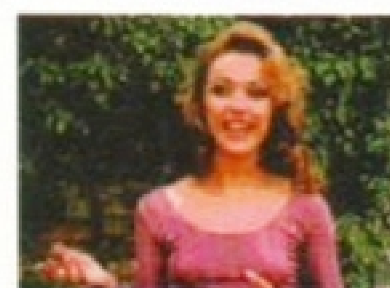
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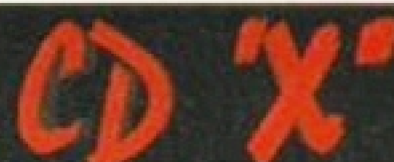
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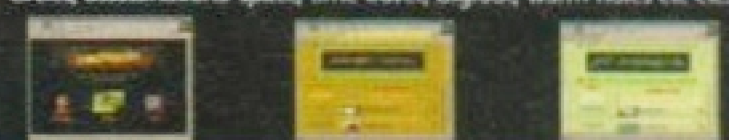
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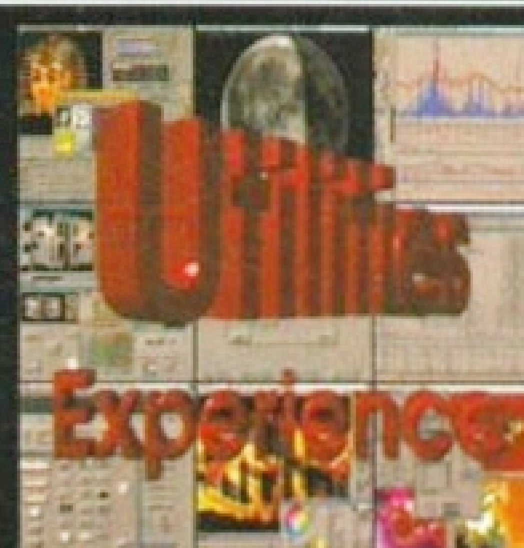


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And He saw that the light was good. And He separated the light from the dark. Then he went through the door.

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Okay, so we left the game with you telling Galushkin that you must go to Leningrad on August 16. Then you talked to Guzenko. Now read on...

Chapter Two
Go left door, answer the phone, say 'no', go to bathroom, use lightswitch. Inspect neon above the mirror, get paper, go back to room, decode paper or call Guzenko in Moscow for hints, turn the light on and off three times, then call 37452, drop everything except your ID, exit room, go down, go to main door, go to exit, select department 7, enter building, give ID to inquiries officer.

Answer 1st, 1st, show pass to guard, answer 5th, answer Kusnietsov 2nd, 1st, 3rd. In Agabekov's office: inspect phones, go to door, exit, go to Chapkin's room (third on the left), use phone, call Agabekov, answer: 1st, 1st, 1st, 1st – the guard will enter the room so exit immediately.

Wait, Agabekov leaves, enter his room, inspect trashcan, get cigar butt, exit, go outside and back to hotel Gostinitsa, go to your room, get all, use headphones on the listening device, exit room, exit hotel, go to exit, select Ladoga Park, go left, put microphone on the bench, use the listening device, choose: record, hide behind the hedge, wait, wait, wait, get microphone, go right, go to metro, wait, wait, decide to follow Romeo's contact, use camera on the keypad.

Go into the bar through the left door, go upper door, up, inspect the window, unlock it, down, go upper door, inspect window, unlock it.

Go lower door, go lower door (back on the street), use keypad (14c9a), go upper door, up, unlock window, down, go left door, put the microphone on the books, exit room, hide behind the packing cases, use listening device: stop, rewind to the start, play stored recording 1, record, wait, wait, wait, rewind tape.

Play all the messages and start recording again. Wait, wait (Obukov enters). Wait, wait (Obukov leaves), put the listening device (still recording) on the packing cases, up, go window, go left window, down, go upper door, go window, go through the sidestreet (here is Obukov).

Go metro, follow Obukov to the hotel Syevyernaya Zvyezda, enter, go upper left door, wait (Agabekov enters), exit bar, wait until the end of the conversation, go outside, follow Obukov to warehouse.

Go to the bar, go upper door, up, go window, go right window, down, hide behind packing cases, wait for Obukov to leave again, get listening device, up, go window, go left window, down, go upper door, go window, go sidestreet, go back to your hotel. Left, wait – cutthroat guy enters, show him your ID, answer:

Oooh! I just wouldn't know what answer to give if I hadn't already read these wonderful tips! Thank heavens for *Amiga Format*!





Why does this bloke look like one of your old teachers? How come old teachers, especially the maths teachers, always look a bit like this?



Oh my goodness! Madam! What on Earth has happened to your shoulders? And purple? No, I've consulted fashion guru Cathy and she agrees, purple is wrong.



Another teacher. This one used to teach me Physics and he has a Scottish accent. He'd sound like this: "Thus evenen, y'll gay tae they Enthusiastek Progress Kleb".



This is the man who ate all the pies. I'm not allowed to say which member of the team resembles him most.

3rd, 4th, 2nd, 4th, 3rd, 5th, ask any questions you can.

Right, go to your room, wait – your controller arrives, inspect body, get all, call the number found on the corpse's hand, answer: 3rd, 1st, 2nd, 1st, move the body into the closet, wear hat and raincoat, turn off the light, wait, answer 2nd, answer Savinkov 2nd, ask him question 1 until he'll leave. Inspect the closet, get body, move it outside room, move it into 3rd room on left, use lightswitch, inspect bed, get bottle, use bottle on body, go outside hotel.

Left, give bottle to drunk 1, right, enter, say 'evening comrade', to the night receptionist, say that you can't sleep (he goes up), inspect desk, get wheelchair, go outside, left, drop wheelchair, go back to the room with the body, move body through window, go outside the hotel, left, get wheelchair, use it on body, move body left, move body into canal, go back to your room.

Wait for Savinkov to come, answer: 3rd, go outside the hotel, go to hotel Syevyernaya Zvyezda, go to bar. Talk to mini-skirted blonde, say 1st, 2nd, 2nd, talk to Tamara (brunette): 1st, 4th, 2nd, 2nd, 1st, exit, talk – Harry Greenberg and Carla Wallace come into the bar, Wallace will want to talk, answer: 2nd, 3rd, 4th, 5th, (she gives you $150), ask her all the other questions – she leaves, go to bar.

Talk to Harry Greenberg, say: 3rd, 3rd, 4th, 3rd, 1st, 1st, ask him 1st question until he'll leave, talk to Tamara: 4th, 1st (she leads you to room 304), answer 1st, 5th, 2nd, 5th (about 2nd room), 2nd, 1st, 4th, go up to floor 4, answer 6th (416), 1st, inspect table, get ashtray, inspect mirror, use ashtray on mirror.

Go to the hole, inspect the sidetable, get photo, go hole, exit room, go 1st floor and then back to your hotel, go back to your room, use the listening device: switch to voice-activated playback, remove the headphones, rewind to the start, drop it on the floor, use the bed – Chapkin wakes you up, answer: 1st, 4th (I'm ready to talk – the recorder in the room starts playing), attack him, inspect Chapkin, get the syringe and the gun.

Use syringe on Chapkin, talk to him, ask all the questions, move the body into the room, wait for Savinkov, answer: 3rd, 1st, then 2nd until only 1st is possible, 1st, hand him the gun so leaves, inspect bed, get all, go outside the hotel.

Left, wait, talk to down and out, ask him for newspaper, give camera, look Pravda, right, wait until phone rings, answer immediately, 3rd, 2nd, 2nd then 2nd until he rings off. Go to Lagoda Park, left, wait for Harry Greenberg, answer: 2nd, 1st...

Final part to this solution next month. *GUARANTEED!*

HELPING HANDS

DESERT STRIKE

Can you please help me on Campaign four, the first bit?

Richard Walker
Bury St Edmunds

The dump trucks are in the city at the bottom right of the map. Take out the defenses, then the trucks with the bomb parts in them. Watch out for the decoys. But if you really want to cheat, you might find the code BQQQAEZ helps as it gives you 10 lives and infinite ammo. And if you want to jump straight to the end sequence use the code ONKKQKF.

HEIMDALL 2

I've got this really old game from Core Design called Heimdall 2 and can't get very far. Normally I give up when I get the pass into the King's Castle because I can't see what I should do next. Can you help?

Arthur Gervin
Pirbright

Once you've got the pass, go to the Kings Castle and hand around a while. Eventually the guard on the gate will become annoyed so give give the pass given to you by Rurik. This should see you safely through the gates. Go to the kitchen and talk to the dark haired servant girl. She'll tell you what you need to do next. But while you're there make sure you pick up as many items as you can because some of them will come in very handy later on. And while you're in the castle, you might as well have a good look round!

OPERATION STEALTH

What on earth am I supposed to do in the Palace on Operation Stealth? Please help because I've been tearing my hair out for ages and ages!

Rachel Taylor
Kirton-in-Lindsey

When you're in the palace, make your way through the maze until you find the key. Collect the key and go through the exit (using the rotating doors to avoid the guards). Operate the door, enter the office and Operate the statue's arm. A safe will appear.

Use the little box thingy that you should have in your inventory by now on the safe, and operate the on/off button (to switch it on).

Operate the up/down arrows (until the first light comes on) followed by the validation button, repeat until all four lights are lit and then operate the on/off button (to switch it off again) and the validation button once more. The safe will open and you can then take the envelope from inside.

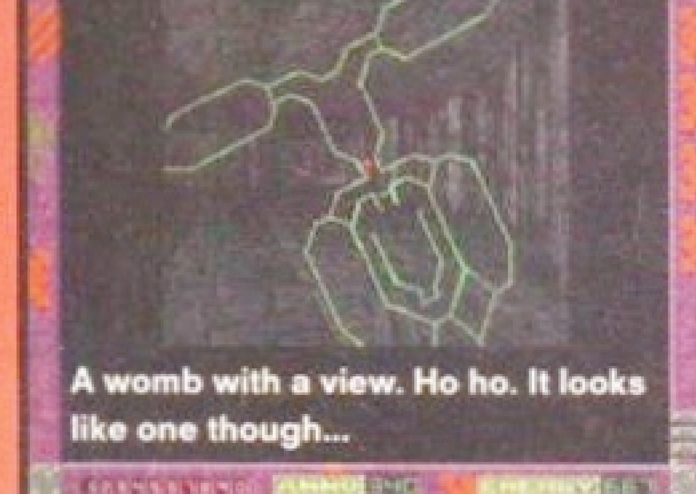
ALIEN BREED 3D II

First of all, here's a tip: When you're playing from hard drive, you have to have the *SFX* disk in a floppy drive, or it won't run. If you drag the *SFX* disk to your hard drive, then select the new *SFX* drawer on your hard drive and leave it out by pressing Amiga L. Reboot, then load the game and you won't have to leave the disk in the drive! Well, it worked for me....

On level D, the one with the big red chap at the end, the easiest way I found to win this level was not to drop down into the room, but to kill them all from the ledge. Then side-stepping back around the corner to avoid the red guy's fire.

Phil Bennett
Aylesbury

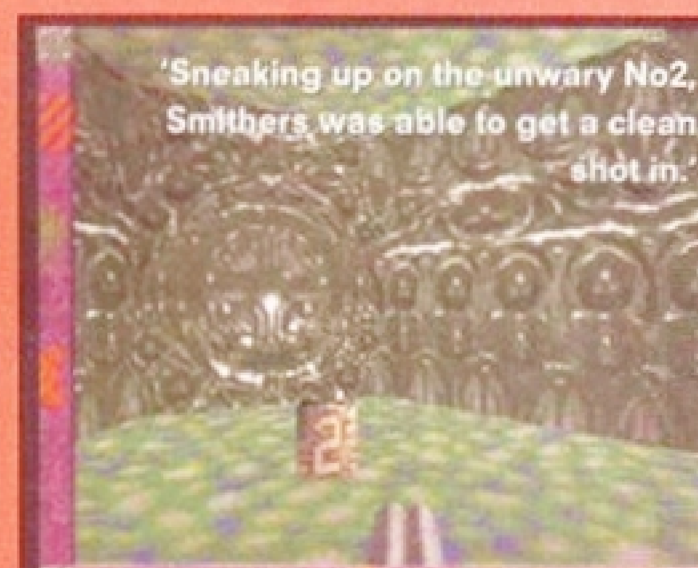
NOTE: *Amiga Format* accepts no responsibility for you messing up your *AB3D2* disks when attempting Phil's 'tip'.



A womb with a view. Ho ho. It looks like one though...



Assuming robots made other robots, would they bother painting them? I doubt it...



'Sneaking up on the unwary No2, Smithers was able to get a clean shot in.'

MORE BREED

Here's a tip for infinite life on the excellent *AB3D2*. Play up to level two and get killed by the red robot that's hard to kill. Instead of exiting the game, do not touch any of the keys or fire buttons on your joystick and leave the screen just as it is – the red robot and other aliens will continue to attack you with your energy down to zero until you exit – now go and do something productive for about 20 minutes and then came back to your computer.

If all goes well, your energy reading should now be 999 and you should be immortal. I am not sure if this works on other levels, but I found that it worked both times I died at the hands of the red robot on the second level.

Brad Arndt
Ontario, Canada



Mr Pumpkin Head. Yesterday. Beat him using our indispensable tips.

DUNGEON MASTER 2

Here are a few tips and spells that should help anyone stuck in the game:

1. You can discover most of the spells by simply experimenting with different combinations of elements. However, most of the objects have magical properties which you can make a note of and then cast without actually *having* them.

2. A great source of money is to keep killing the regenerating monsters and selling the food that some of them leave behind. Also, many monsters leave weapons behind that can be sold.

3. To gain the last piece of the clan keys (needed to get into Skullkeep), place a coin on the table, otherwise the table will keep rotating when you try to pick it up.

4. When you get inside Skullkeep and see the eye on the wall, step on the floor directly in front of it and quickly step back, the eye will open and a massive firebolt will whiz by. This only happens once.

5. To get past the three gates near the entrance to Skullkeep, press the three switches in the order: left, right, centre. Then use the agility spell to run through the gates before they close.

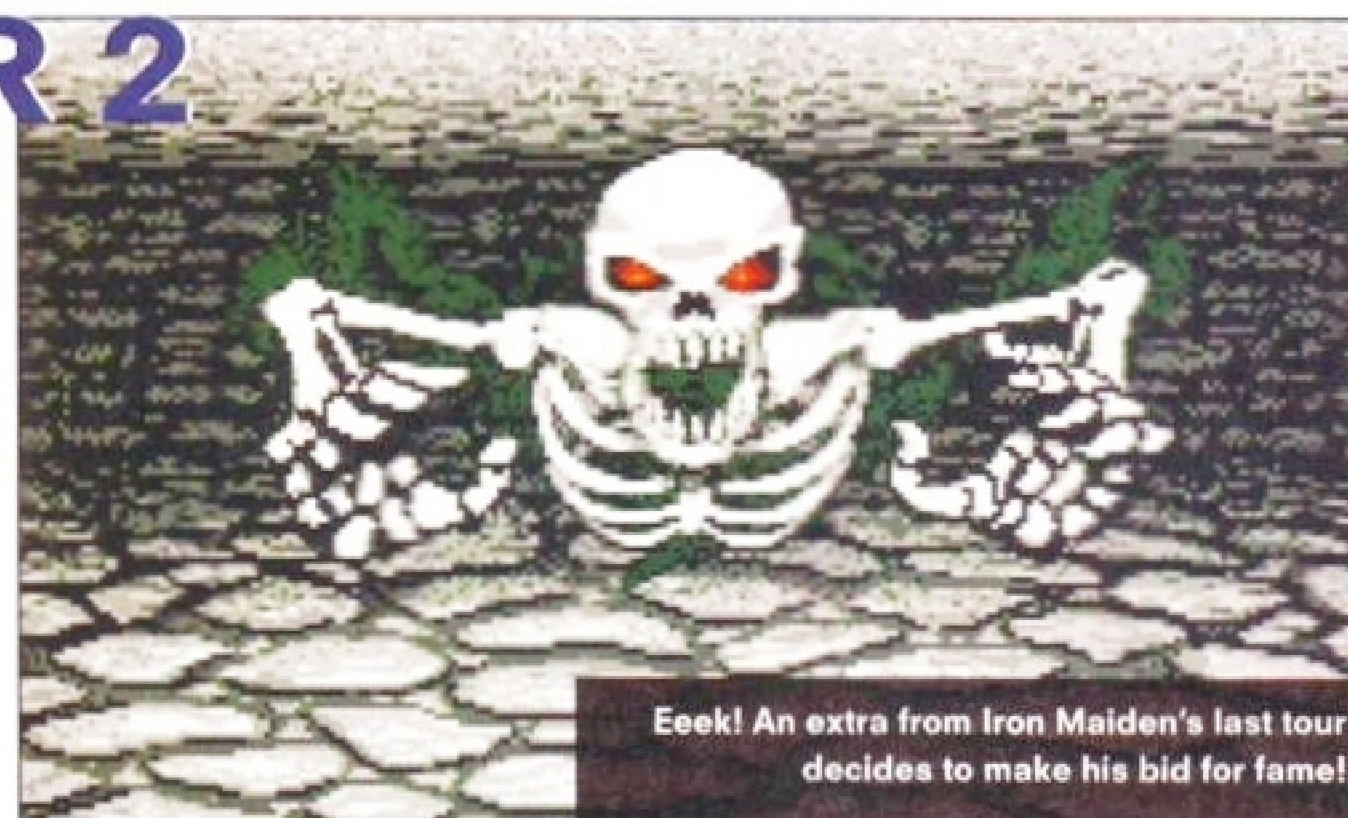
Potions (to use these, your wizard must have a vial in their hand).

VI	Health
VI BRO	Anti-poison
ZO BRO RA	Mana
OH BRO ROS	Dexterity
FUL BRO KU	Strength
YA BRO DAIN	Wisdom
YA BRO NETA	Vitality
YA BRO	Protection

Spells

ZO EW NETA	Guardian minion
ZO EW KU	Fighting guardian
OH EW ROS	Unknown
DES IR SAR	Darkness
FUL BRO NETA	Fireball shield
OH KATH RA	Lightning ball
ZO	Open door
DES VEN	Weaken undead
OH VEN	Poison cloud
DES EW	Damage immaterial
FUL	Light
OH IR RA	Better light
DES IR SAR	Fireball
OH IR ROS	Agility
YA IR	Shield
OH EW SAR	Unknown
ZO BRO ROS	Unknown

Lee Thompson
Hull



Eeek! An extra from Iron Maiden's last tour decides to make his bid for fame!

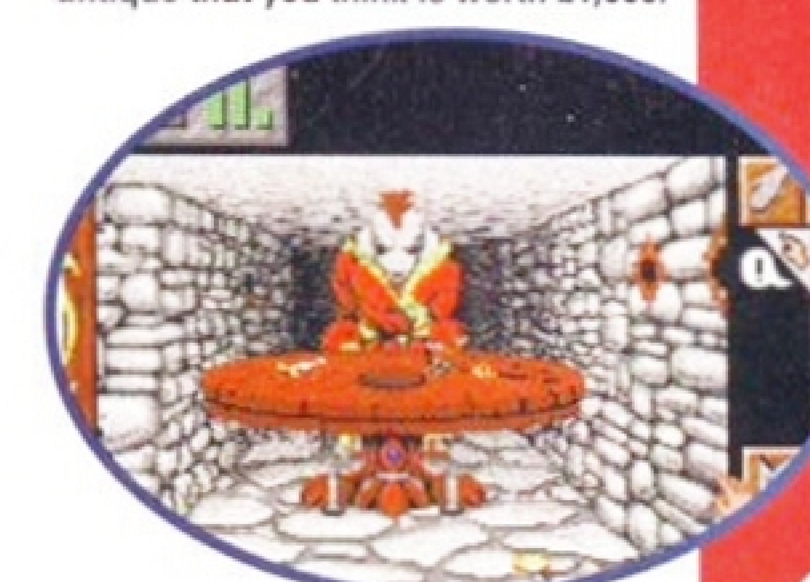


Nice doggy. There, there. Here, have my leg. That must be more tasty. Of course, we wouldn't send a wolf out on a night like this. Or is that a knight out on a dog like this?

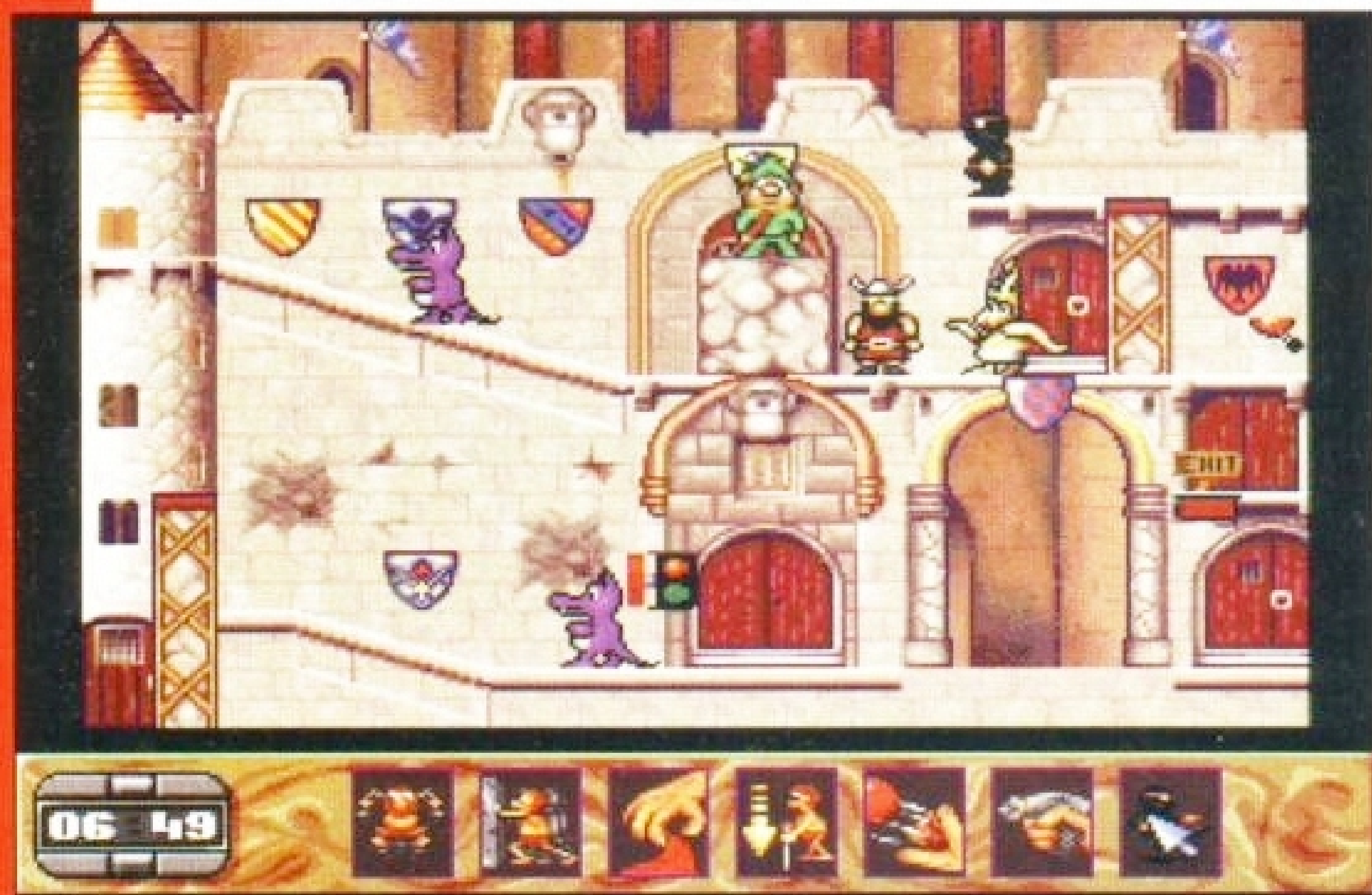


Jason and the Argonauts in that 'skeletons growing out of the ground from teeth' scene.

'You now have just 30 seconds to pick the antique that you think is worth £1,000.'



HUMANS III, EVOLUTION, LOST IN TIME



Purple dragons. This must be the erm, China, no, no, the Egyp..., no, I'll get it in a minute. It's the, erm... goodness! It's the Moon! Well, what do you know?



That bloke on the platform looks like my Auntie. She came round the other day. So I knocked her out again. Ho ho. I love that gag! My work here is done...

PASS CODES:

Moon level 1	EXPEDITION
Moon level 2	FLOORS ON FIRE
Moon level 3	CAMERA TOASTY
Moon level 4	JUMPING BEANS
Moon level 5	SPANNER EATER

Egypt level 1	CHALK N CHEESE
Egypt level 2	EYEBROW JUMPER
Egypt level 3	MAD HEAD FRED
Egypt level 4	SPACE CHOMPERS
Egypt level 5	A BIG BEATING
Egypt level 6	GOING TO MARS
Egypt level 7	HUGE TURNIPS
Egypt level 8	PINK PEA SOUP
Egypt level 9	LUMPS OF MUD
Egypt level 10	PILES OF SPUDS

China level 1	GLENZ VECTORS
China level 2	HUNKY DORY
China level 3	RASTER TUNNEL
China level 4	LICKERY SPLIT
China level 5	PORK CHOP CITY
China level 6	CANNIBAL BOB
China level 7	BABOON CASES
China level 8	SHOTGUN DODGER
China level 9	DRAGON BALLS
China level 10	INTERFERENCE

Viking level 1	BEEEEEEEEEEF
Viking level 2	MUSHROOM SOUP
Viking level 3	THE SLAM DUNK
Viking level 4	IN TURKEY TOWN
Viking level 5	KING KEV HMMMM
Viking level 6	MAN DINGASHOP
Viking level 7	SPIT N POLISH
Viking level 8	PIE DOMINATION
Viking level 9	DANCING DISCO
Viking level 10	RED EGGTIMER



Of course, why on Earth would you want to play through all the levels and solve the puzzles when you can just type the code in for the next level? Oh, to have fun. Tsh, silly me!

Japan level 1	DONUT DIMPLE
Japan level 2	BEASTRO FLAPS
Japan level 3	KOMBO LICKERS
Japan level 4	BOMB BANGERS
Japan level 5	DONKEY WARRIOR
Japan level 6	BUNS ARE GOOD
Japan level 7	SNAKES IN TOWN
Japan level 8	KINGPIN BEAST
Japan level 9	CRUSTY BOFFIN
Japan level 10	BLUE TREE TOPS

Sherwood level 1	PURPLE BULLET
Sherwood level 2	BACON SQUASHER
Sherwood level 3	HELL AND BACK
Sherwood level 4	TROUSER TRICKS
Sherwood level 5	MASTER JODEZ
Sherwood level 6	CONCRETE BREAD
Sherwood level 7	SLIMEY TEACUP
Sherwood level 8	TASTY TRICKS
Sherwood level 9	TICKLE FLICKER
Sherwood level 10	TABLE OF SKIDS

Camelot level 1	DREGS OF A CAT
Camelot level 2	HOPPING CABLES
Camelot level 3	LIGHT NOODLES
Camelot level 4	HOWLING GARAGE
Camelot level 5	ZOOMING TACTIC
Camelot level 6	CARPET KICKERS
Camelot level 7	PLASMA DRIVER
Camelot level 8	ZOK OF ROCK
Camelot level 9	BEANS ALIVE
Camelot level 10	TEACAKE BLISS

HILLSEA LIDO





ABOVE: Walking 'long the beaches, looking at the peaches. Dum de dum, de dum, de dum dum.

LEFT: It's too rich! There's just too much potential in this screenshot! Nurse! Come quick...

Here are a couple of tips to cheat your way in Valhalla's wonderful little seaside resort management game. Now then, a word of warning. If you're not comfortable with playing around with the game's code in a Hex editor, then *don't* try it. Only the technically competent should read further...

Before you start the game, load a Hex editor and the file in drawer -S- under the name 1MSAV-3 or 2MSAV-3. Go to position 008 and enter the following: 05FFFFFF. Now start the game and load game under position F1 (if you've edited file 1MSAV-3) or F2 (if you've edited 1MSAV-3). There should now be 105 million quid in your account!

Darko Greblicki
Croatia

LEND A HAND

If you're having trouble with a particular game or have a solution to a question printed in the magazine, don't keep it to yourself, write it down or send it in on a disk and we'll do our best to print it. HELPING HANDS • Amiga Format • 30 Monmouth Street • Bath • BA1 2BW

What the hell is this?

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T3
TOMORROW'S TECHNOLOGY TODAY

-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-ROM...CD-

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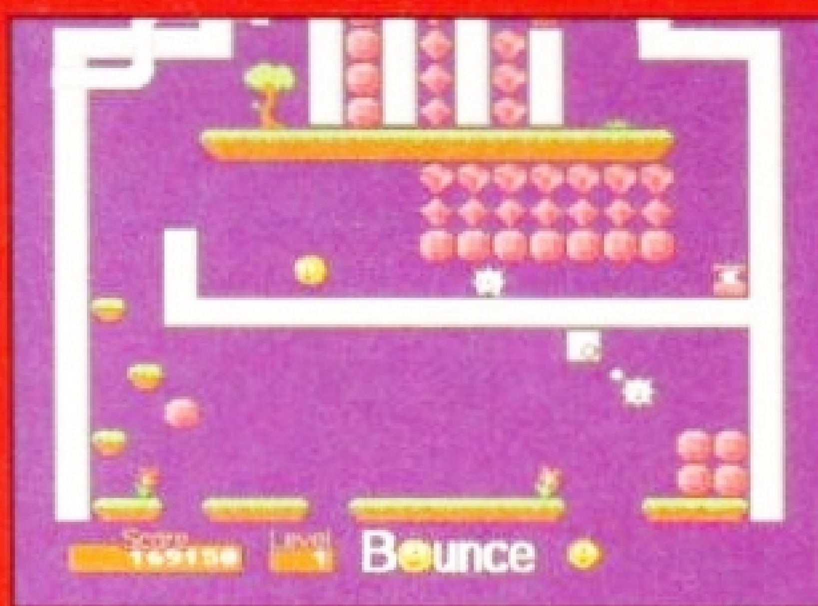
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EMail: Compuserve 100336,1245

PD select

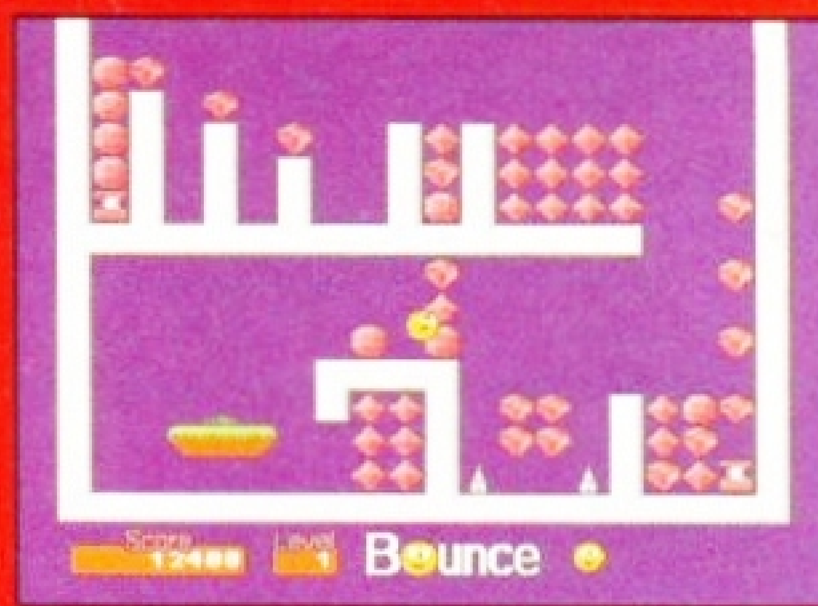
Whether you want to get your life in order, revise for those exams or just play some games, there's something for everyone in this month's PD select.

PD selection of the month


Bazza n Runt: A colourful, action-packed, fast and furious *Bomberman* clone.



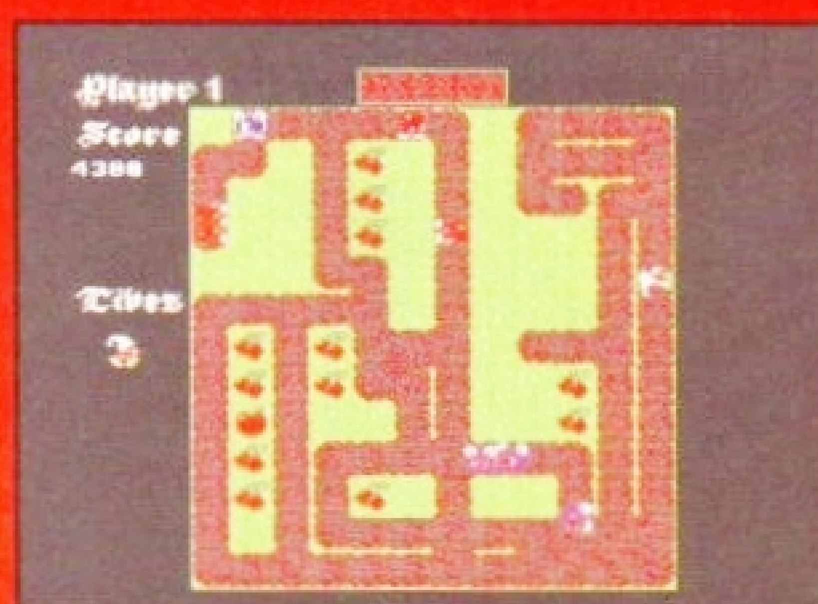
Bounce: Learn the laws of gravity in this impressive platformer...



...that could have benefited from a slightly more original name.



Bazza n Runt: If you ignore the rather off-putting name this is great fun.



Derring Do: Long standing Amiga gamers should be familiar with this...



...highly addictive tunnelling adventure. Collect the fruit and avoid the enemies.

GAMES PACK VOL. 1

GAME COMPILATION

By ....*Alan Brotherhood*
Ware ....*Freeware*
PD Library ......*Author (01623) 748758*
No of disks ....*Four*
Price ....*£2 + 75p p&p*

This pack of disks unpacks on to eleven floppies and contains a total of seven games. The installation system is easy to use, but unbelievably slow, however, if you have the patience to unarchive them all, the games are of high quality.

The first game, *Derring Do*, is a copy of a game I used to play on a BBC Micro. You have to 'dig' through the gravel to collect the fruit, avoiding enemies along the way. *Derring Do* has been around for a while in many different forms and you'll probably already have it.

Bounce is a platformer with gravity – much in the style of the excellent *Rotator* game reviewed in *AF*86 – with superb graphics and a well designed control system.

Beetle is another platformer but you have to manoeuvre around tricky levels and save little beetles. It's not exactly original, but still fun and addictive.

Bazza and Runt (what a name) is a *Bomberman* clone and a lightening-quick one at that. If you aren't afraid of a bit of speed, this is excellent.

Finally, if you remember *The Doomsday Project* on the speccy, you'll love this – a shoot-em-up where you control a little ship and blast the hell out of small, evil aliens.

There were only two disks in the collection which failed to impress me. In *Harry Haddock*, you control a James Pond-style character and you have to run around and collect objects – and that's about it. *Wally's World* is a platformer and, as the title suggests it's pretty crap. Whenever you attempt to jump, the game stops for a few seconds and, as a result, is unplayable.

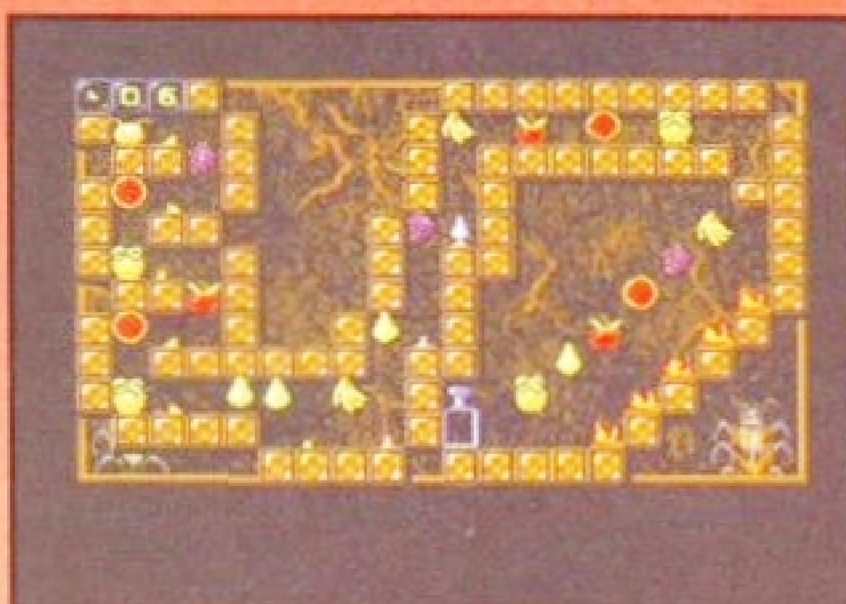
All in all though, this is an excellent compilation representing great value for money.



Harry Haddock: Yes, that's you. The dazzling and enigmatic Harry Haddock.



Harry Haddock: But, pretty colours and exuberant characters don't make a good game.

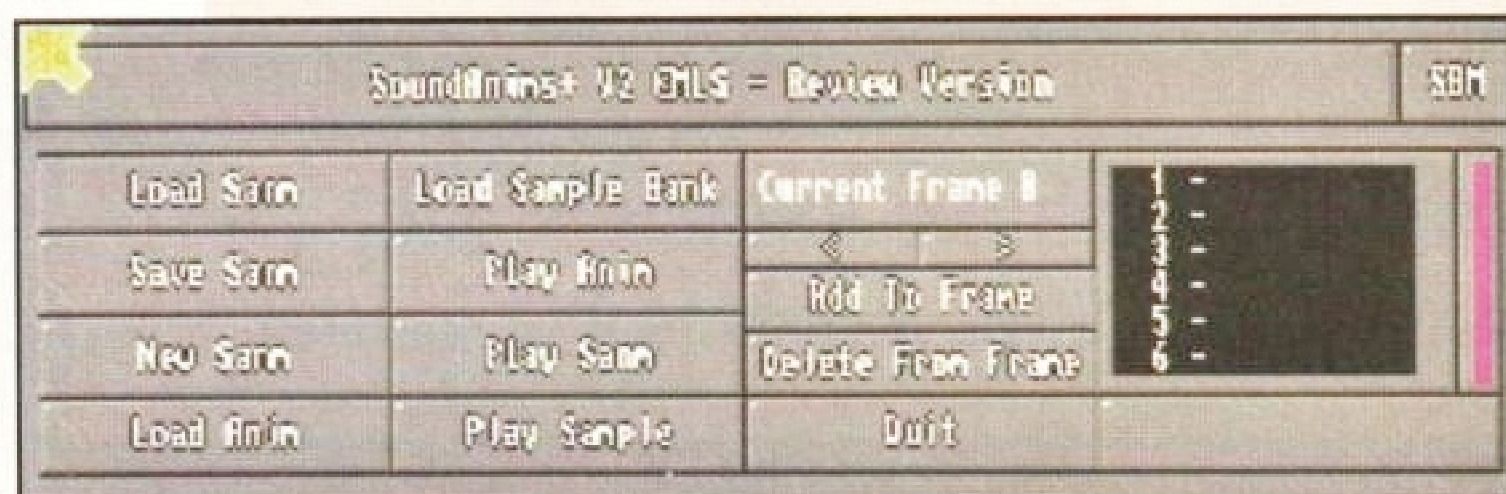

Beetle: A fruit-pickers paradise this one. Just don't get burnt!

Continued overleaf ➡

SOUND ANIM +

Sound and Animation

By ....*Peter Clark*
Ware ....*Licenceware*
PD Library ......*Green Jelly Software*
No of disks ....*One*
Price *£5.99*



SOUND ANIM +: Add sounds to your animations with this impressive package.

This excellent piece of Amos-written software combines animation (in Anim-5 format) and sound into its own compressed format. The examples provided show just how good the end-product can be.

One of the most surprising aspects of this package is that it was written by a 13-year-old; it has a professional-looking interface and works as well as many commercial packages. It may not have the features of *MainActor*, or other expensive Shareware products, but it does get the job done in a quick and easy fashion.

The package is suitable for anyone who knows how to operate file requesters and make animations. To create effects for your own presentations, a sampler may be useful, but it's not essential because you can buy massive sample collections on CD and from PD libraries.

The package comes with excellent documentation in AmigaGuide format and a player is included so you can create stand-alone disks.

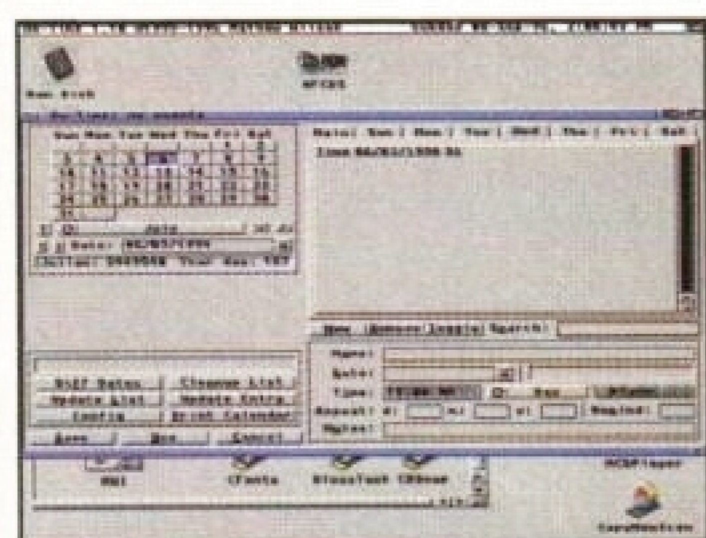
Adding samples to your animation couldn't be easier. There are two methods you can use; either pause the animation and select your sample; or work by selecting frame numbers.

You can attain a demo version of this package from PD libraries, although many of the important features (including save) are disabled. I would recommend buying the full package since it is truly excellent. Steven Spielberg would be proud!

EVERYDAY ORGANISER

Filofax

By ....*Matthew Wilson*
Ware ....*Freeware*
PD Library ....*KEW=II Software*
No of disks ....*One*
Price *£1.50*



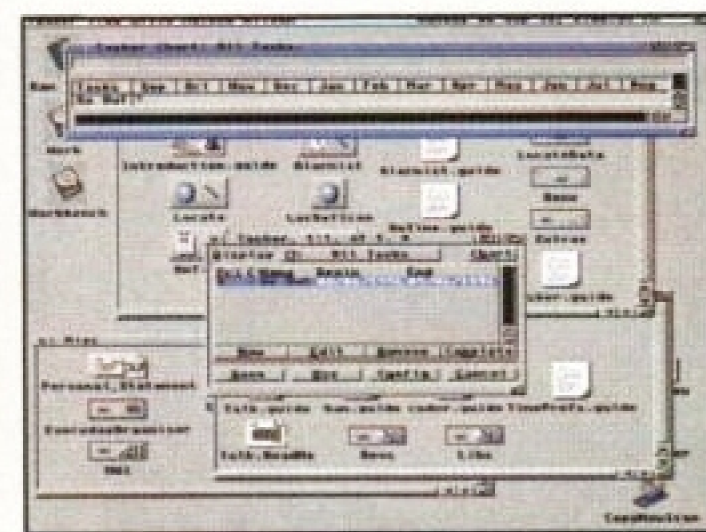
EVERYDAY ORGANISER: There's no excuse for missing that meeting with the *On-Time* program on your desktop.

This 'package' of programs is made up of four utilities to help get your life in order. If, like me, your only form of 'organiser' is an old, torn reminder book, that frequently goes missing, then you need this MUI-driven suite of programs.

Because the four programs use MUI (3.3 +), they have nice, easy-to-use interfaces. *Locate* is an address book but it can be used for much more. It doubles up as a database for CDs – or anything else you want to catalogue – due to the highly configurable nature of the programme.

On-Time is an event schedule manager, or daily planner if you speak English. The interface is again set out very professionally, with all the functions visible, and there are options galore for managing your day.

Alarmist allows you to set alarms throughout the day. This works much in the same way as many other 'reminder' programmes, and allows you to set up your machine to tell you off when you're late or remind you of what's happening in your social life.



EVERYDAY ORGANISER: A program like *Tasker* could be put to good use in the AF office.

Tasker is a personal task manager enabling you to make a list of 'things to do', and you then 'tick' them off when you've done them.

Also included in the package are four extra utilities: TimePrefs, Talk, Sam (sound) and Coder (file encrypter). There are AmigaGuide documents for all the programs and easy installation using the Installer program. This is one of the best Freeware releases I have seen and it could easily be mistaken for a commercial package. Well done!

BLUE ROSE COLOUR FONTS BY GERRIT HILLERBRAND

BLUE ROSECOLOUR: Five quality colour fonts, ideal for use in your presentations.

BLUE ROSECOLOUR

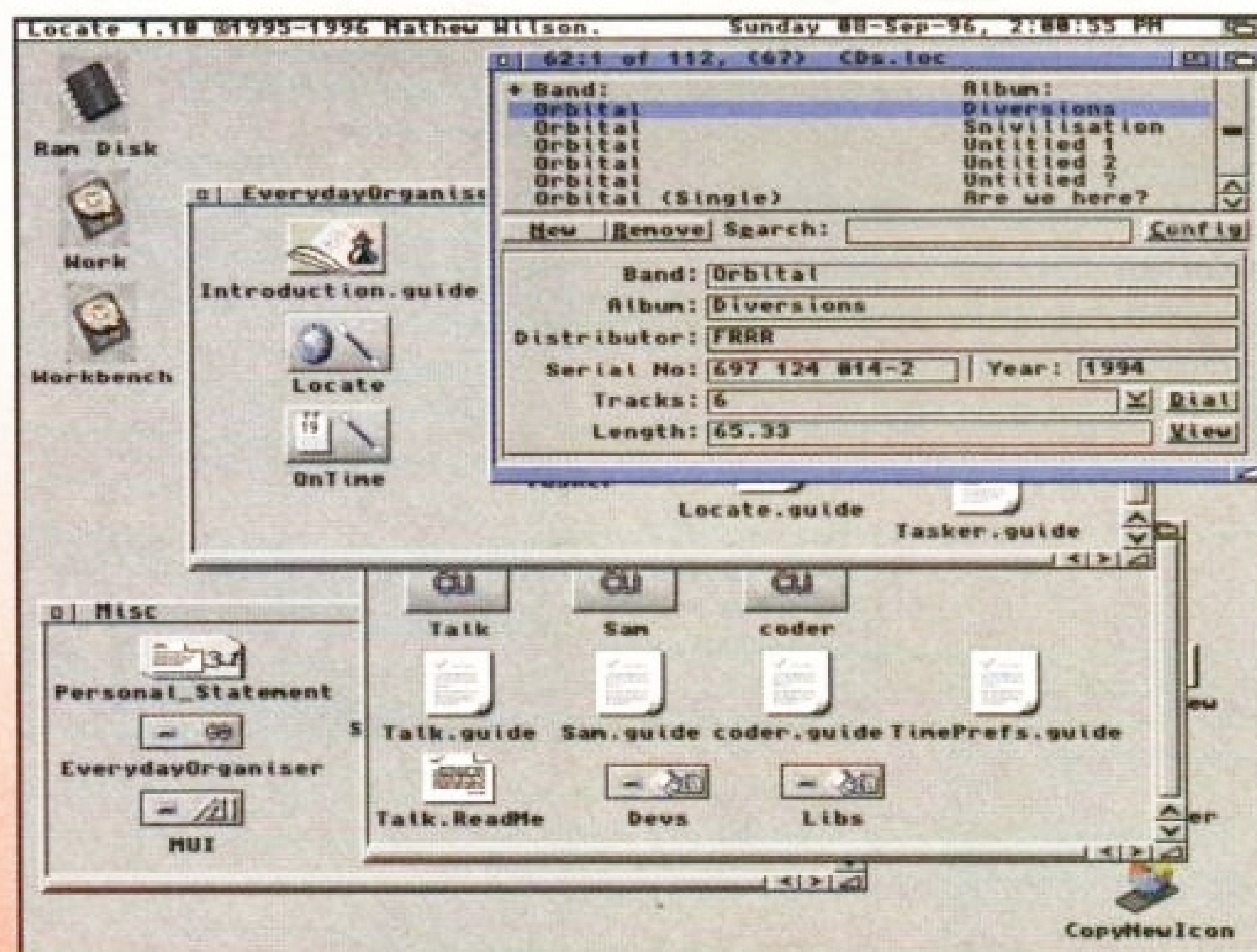
Fonts

By ....*Gerrit Hillerbrand*
Ware ....*Freeware*
PD Library ......*Roberta Smith DTP*
No of disks ....*One*
Price ....*90p +50p p&p*

On this disk you'll find five colour fonts for use in programs such as *Deluxe Paint*. They are particularly useful for presentations and titles. The fonts are of exceptional quality, each drawn in great detail, using carefully-chosen palettes.

The idea behind colour fonts is that they also come with a palette and contain all the data in a normal font file (these have been used since *Deluxe Paint III* was released... all those years ago).

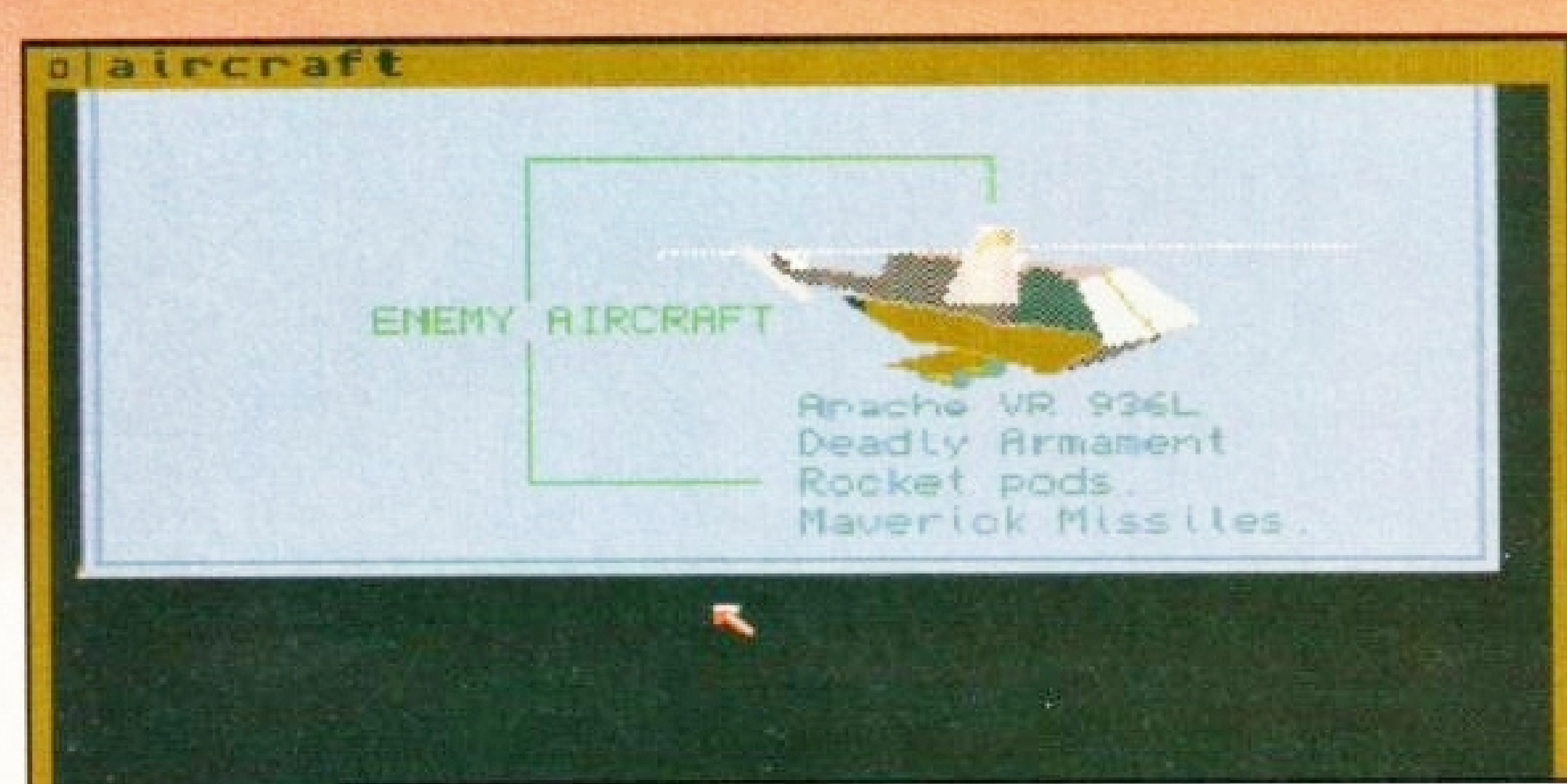
There is a font for every occasion here, from the dark red colours of 'Fire' to the bright happy colours of



EVERYDAY ORGANISER: *Locate* is intended as an address database but it so configurable it can easily be pressed into service as a CD manager.



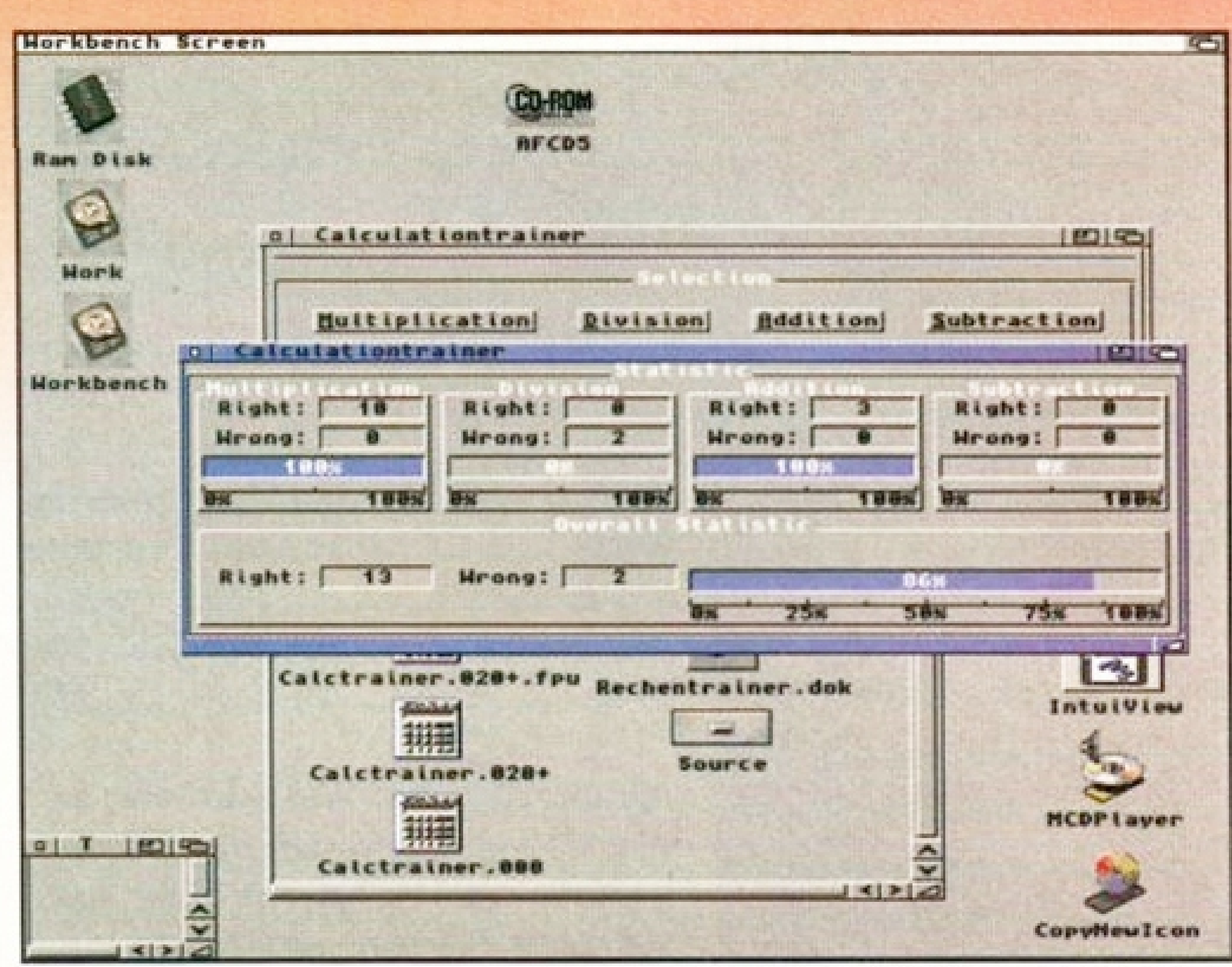
THIRD DIMENSION: A well-compiled selection of games, articles, graphics and samples from Third Dimension. Now old-hands at this diskmag lark – this is their 27th issue.



THIRD DIMENSION: Next time you see one of these heading across the skyline you'll know exactly what it is.



THIRD DIMENSION: Domark's *3D Construction Kit* is responsible for many PD games and it's the focus of this issue.



SIXTH FORM: Test your mathematics with Calctrainer. Robert seems to be doing well.

'Janet'. There are also fonts named '3D' that have a 3D-look, plus 'Eddie' and 'Teddie' which both use gradients to add some depth to your presentations. These could be used for video work, for menu systems, to add some spark to documents and to create logos and banners.

You can choose from five fonts and quality makes up for quantity here. Unfortunately, there's no documentation included and since you have to manually install the fonts, beginners may have problems if they don't know how to assign/copy the fonts.

If you need more fonts for presentation, then this is a good collection and one you'll probably want to keep on your system.

THIRD DIMENSION

Diskmag

By ....*Tony Hartley (Editor)*
Ware *3DWare*
PD Library ......*Roberta Smith DTP*
No of disks ....*One*
Price ....*90p +50p p&p*

This magazine is now in its 27th issue, and focuses on the *3D Construction Kit* package by Domark. The kit allows you to create your own 3D games, in the style of the now very old *Infestation* game (*AF6* disk b). The disk contains many examples, pictures, sounds, graphics and articles about the package.

It uses an interface created using the *CanDo* package (on *AFCD2*) and works very well due to the extensive use of graphics for buttons and the ability to show images and play sounds. The articles are well-written, but aimed more at the enthusiast who's had experience with the *Construction Kit*.

The games included are very good and demonstrate the package well, and with the articles, graphics and samples you can improve your creations no end. The magazine is produced for the Amiga, Atari and PC, and there are files for all three formats.

There is also a tutorial for *Real 3D2* showing you how to create objects, and other articles that anyone can enjoy, such as a joke section, news and Internet information.

This is a well-compiled disk that can be enjoyed by anyone, but *especially* those with a strong interest in the *Construction Kit*.

6TH FORM VOL. 2

Education

By ....*Various*
Ware ....*Freeware*
PD Library ......*Roberta Smith DTP*
No of disks ....*One*
Price ....*90p +50p p&p*

This is a very specialised disk aimed at 6th form students doing certain subjects. The programs on the disk range from well-written, OS friendly, to crude and almost unusable utilities. The program that caught my attention was *Calctrainer*. This is designed specifically for maths students and it performs tests allowing the students to improve their skills.

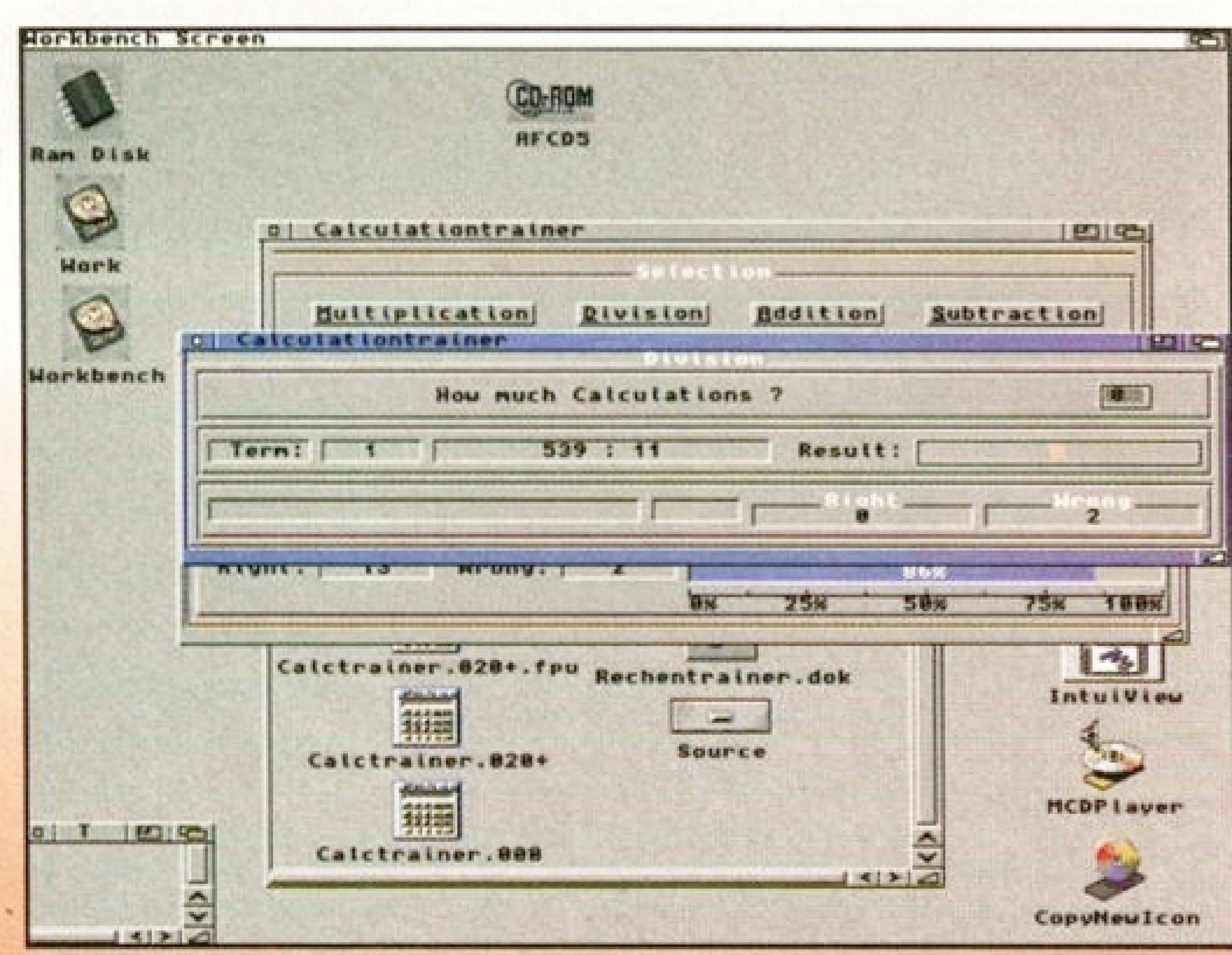
The interface is excellent, and uses gadtools to its full extent, with font sensitivity and very fast code. It can be used at different levels and can ask as many questions as you want. Once you've answered the question it evaluates you through showing percentages and levels. You can even get a percentage from all the different tests together, and this allows you to monitor your progress.

The other programs aren't quite as good. There is a forest fire generator that uses a very basic text-based interface and is designed for the Workbench 1.3 palette, in Hi-Res mode, so looks quite bad on an interlaced screen with Workbench 3.1.

Having said that, if you are studying forest fires this program *could* be of use! There is also a mathematical function browser called *Topograph*, that allows you to create colour-coded topographical maps (pseudo-colour plots) of functions of two variables, and a program that allows you to do your glossary homework on the Amiga.

As you can see, this disk is designed for people who need certain

Continued overleaf ➡



6TH FORM: The programs on this disk are aimed at students doing specific subjects. Only *Calctrainer* can be used by anyone.

DOUBLECLICK: The first issue of Doubleclick looks very promising. Lets hope it stays as good.

functions, and if you don't even know what they're for then don't get it. Saying that though, *Calctrainer* is universally useful, for all maths students, and by itself, is worth the cost of the disk.

DOUBLECLICK ISSUE ONE

Diskmag

By .... *Mark Harman*
Ware .... *Freeware*
PD Library .... *Author*
No of disks .... *One*
Price *65p*

Another diskmag? Well when they are of such high quality they deserve to be reviewed. This has one of the best interfaces I've seen, and it was created using Amos.

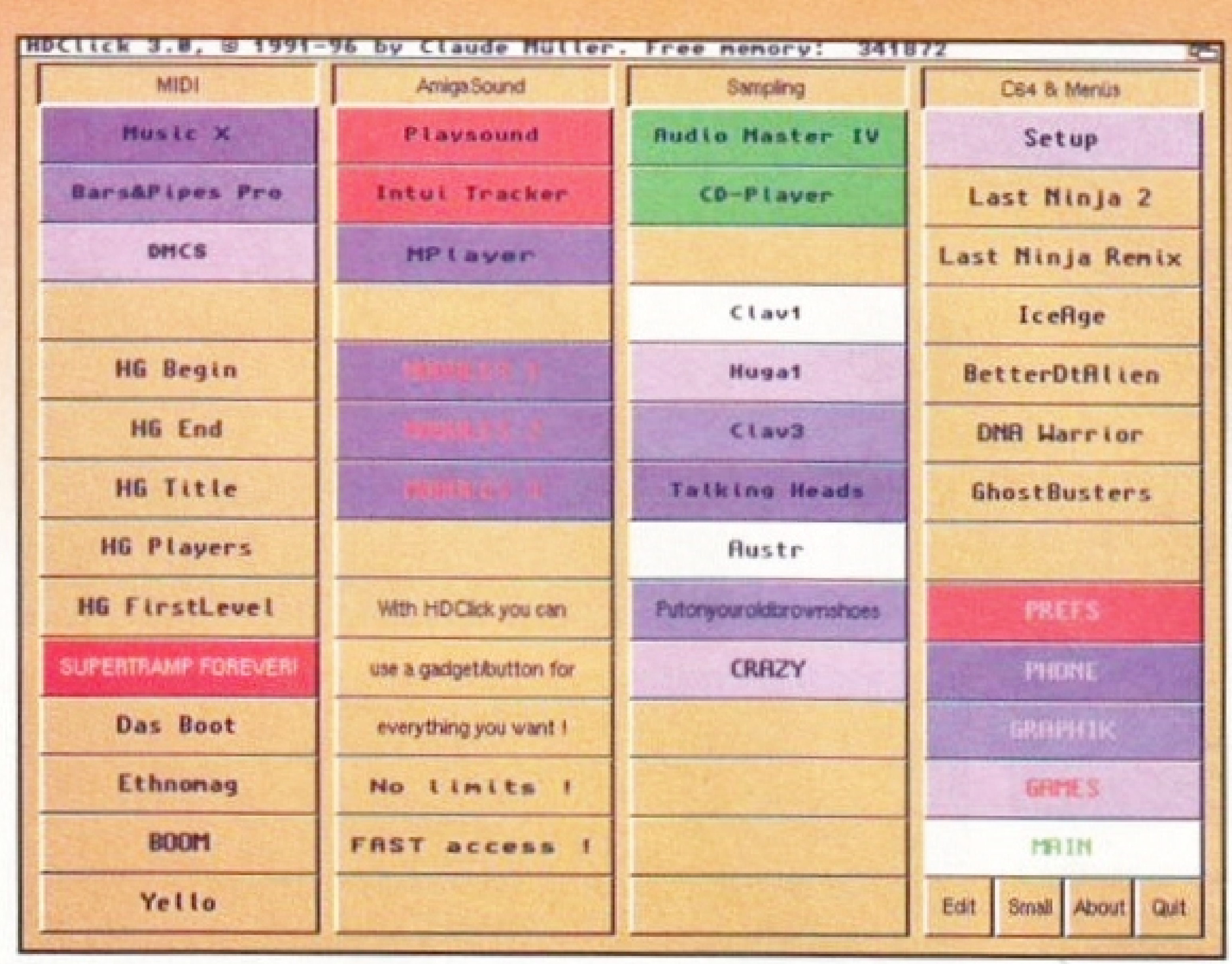
The program successfully uses a hyperguide format that represents an Internet page. It integrates images and text, and allows you to select as many colours as you want. The articles mainly focus on programming, as it is produced by Pentrisoft (a programmers' user group).

However, there are sections for all to read. The news section has all the information you could need on the Viscorp takeover and other Amiga-related articles.

My only criticism of this issue is that there aren't that many articles, but there is a note by the author explaining that this because it's the first issue, and future issues will contain more. There will be letters and correspondence but obviously the magazine needs to get readers to receive letters!

The pages all have links to other pages and the images are excellent. This is what all disk mags should look like, even if it uses its own system. Also included are samples, and some music to soothe your reading.

I look forward to the next issue. If there are more articles, this could be the ultimate diskmag.



HDCLICK 3.0: All your favourite programs at your fingertips.

HDCLICK 3.0

Hard Disk Menu

By .... *Claude Muller*
Ware .... *Shareware*
PD Library .... *KEW=II*
No of disks .... *One*
Price *£1.50*

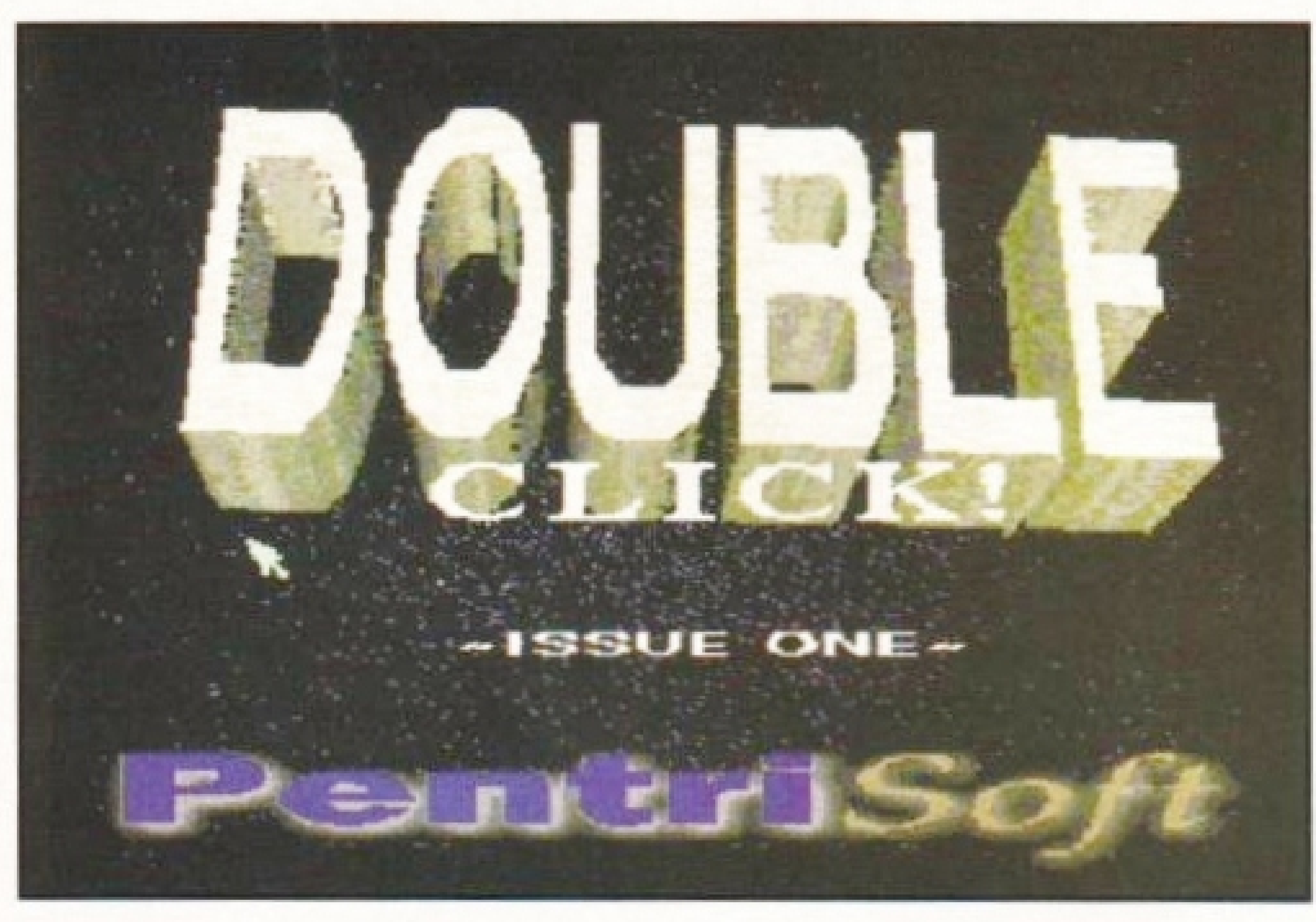
When your hard disk boots, wouldn't you like a menu to pop up with all your favourite programs on, so you don't have to root through drawers to find what you want?

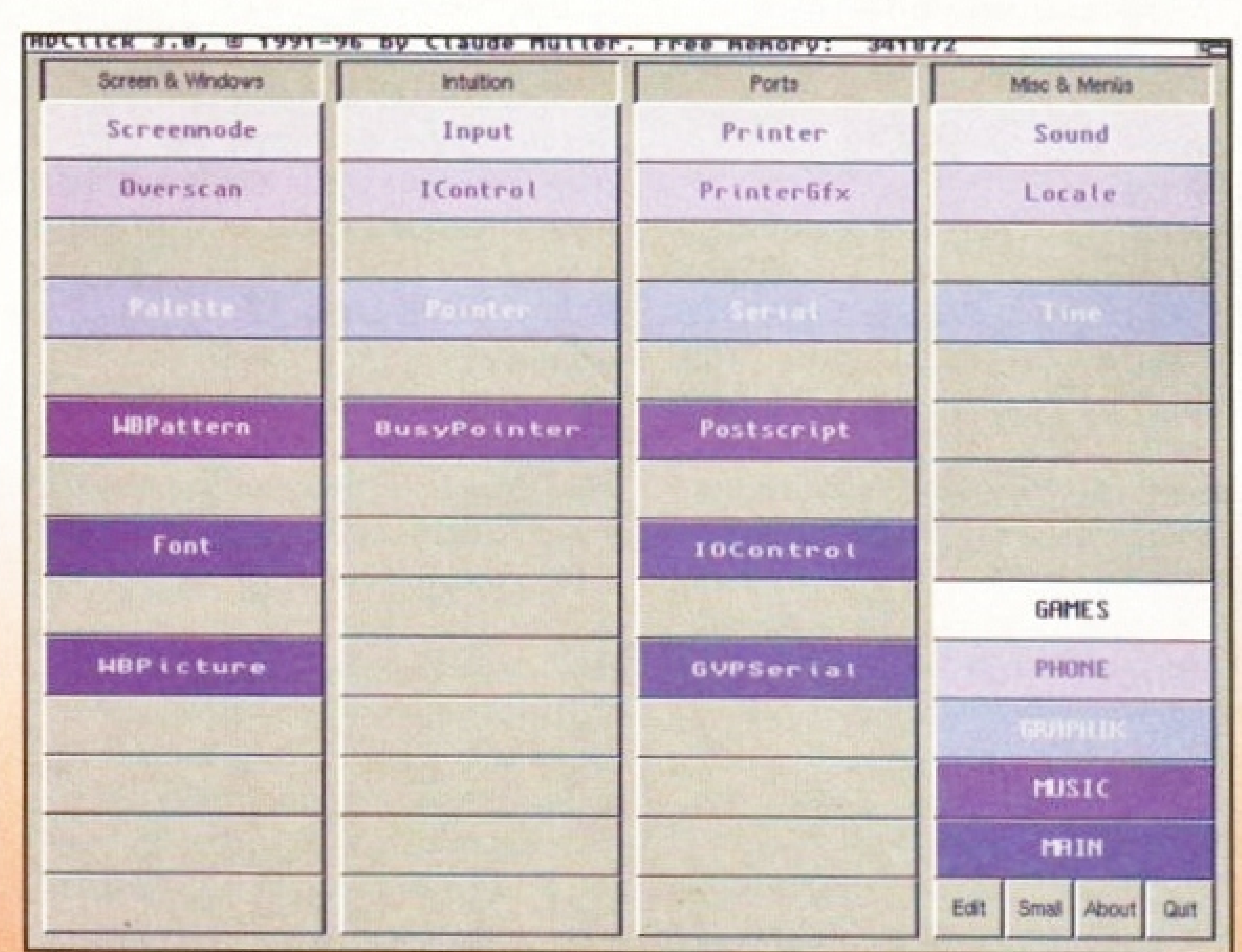
If the answer is yes then you need look no further.

HDClick 3.0 is an excellent Shareware package allowing you custom menus and buttons that lead you to other menus. You can have a screen full of buttons, either with text or containing graphics. The demonstration configuration shows what can be achieved, and how useful this package can be.

The program is installed using the easy and quick Workbench Installer system. There are options galore, but to take full advantage of the program you must register. A lot of work has obviously gone into this, so registering is worth the cost.

The program places itself in your WBStartup drawer, so Workbench is also available if you need to copy files or reorganise. The document is in AmigaGuide format so it's easy to read with all the usual features, like hotlinks. This is a well-polished release and if your hard disk is as unorganised as mine then it could prove to be an essential addition to your Workbench !





HDCLICK 3.0: There are hotlinks enabling you quick access to frequently used programs and the document is colourful and easy to read.

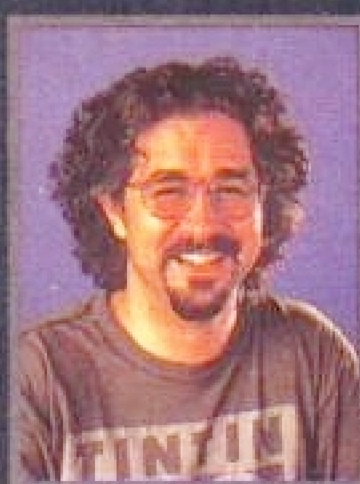
TOP 10 PUBLIC DOMAIN TITLES

Top 10 courtesy of: KEW=II SOFTWARE

PO Box 672 • South Croydon • Surrey • London • CR2 9YS • ☎ 0181 657 1617

1 New Icons Package v3
2 New Icons Backdrops 1
3 MUI-USR v3.6
4 Everyday Organiser v2.01
5 Megaball 4
6 Boulderdash
7 Cheat Collection
8 Virus ZII v1.34
9 AGA Magic
10 Amy WB2

AF SERIOUS


Ben Vost

It's funny isn't it? The world and his wife are absolutely positive that the Amiga is stone cold dead, pushing up the daisies, gone to meet its maker and any other appropriate *Monty-Pythonisms* you care to think of. And yet, here we are, filling the world's best Amiga magazine, from month to month, with groovy software from around the world.

This month we are being particularly international with software from Australia, Germany and good ol' Blighty in the form of supreme file manager *Directory Opus 5.5*, excellent image processing package *Art Effect* and a home grown information bonanza in the shape of the Epic Interactive Encyclopedia.

Now, as of today (which happens to be the 7th October), we have had no triumphant announcement from Viscorp telling us that they have a bright new future planned for the Amiga, but I'm sure that hasn't deterred any of the companies present in this issue from bringing out new software or updating old. Even though there is uncertainty about the long term survival of our favourite machine, there is still a market ready, willing and eager to go out and buy new products. That means you by the way...

AMIGA FORMAT'S REVIEW POLICY

is very simple. *Amiga Format* is staffed by some of the most experienced Amiga users in the world and what we say goes. OK?

WHAT OUR REVIEW SCORES MEAN

90+% The crème de la crème. Only the very best, most versatile and effective products are awarded an *AF* Gold – the most highly prized rating there is.

80-89% These products are very good, but there are minor flaws or areas that could be improved upon.

70-79% Good products which may be worth buying, if you have a special interest in that area of computing.

60-69% Average products with somewhat limited features and appeal. Products in this category tend to be flawed.

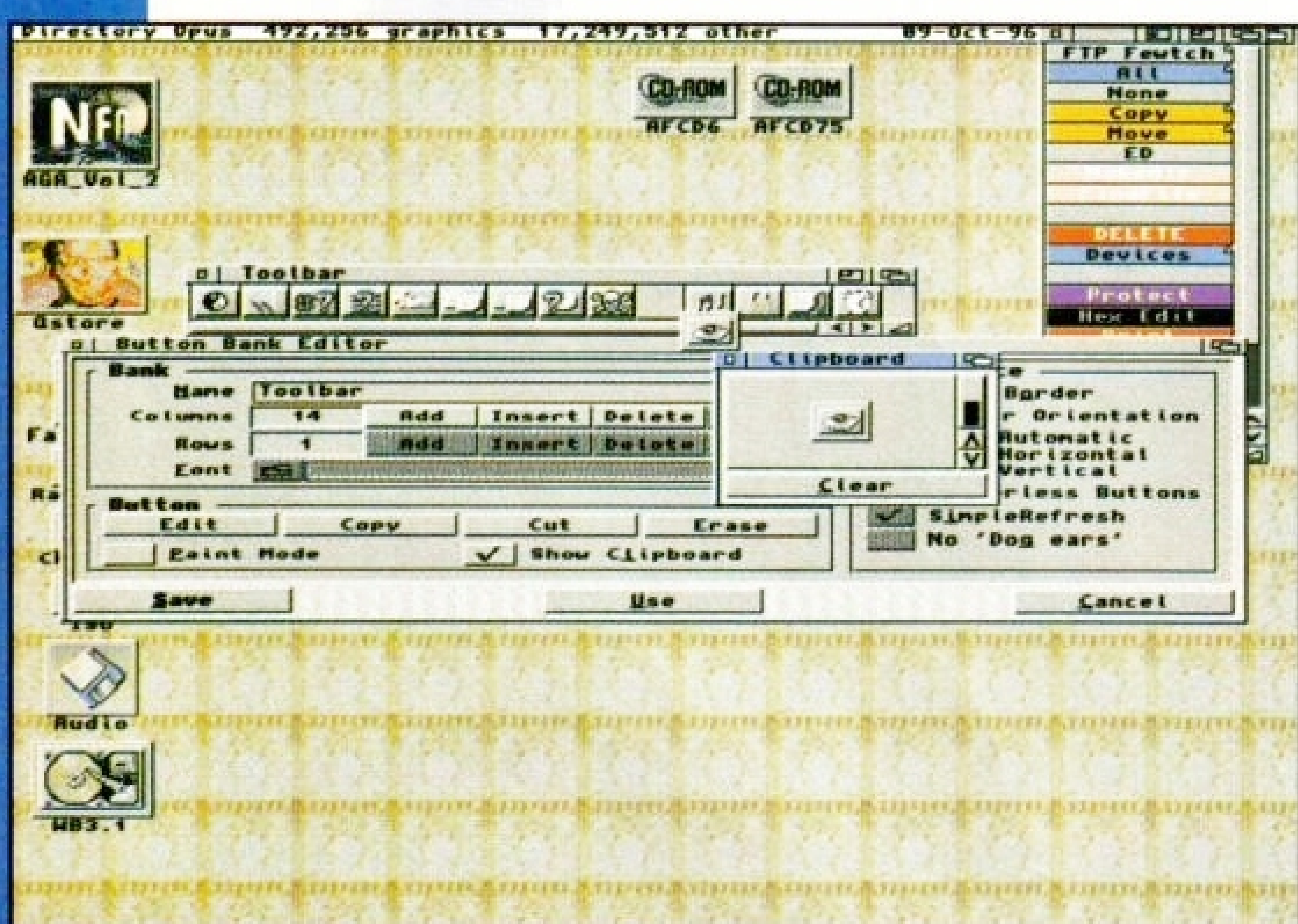
50-59% Below average products which are unlikely to impress your mates or your wallet. Avoid.

40-49% Overwhelmingly poor quality products with major flaws.

Less than 40% The absolute pits.

Directory Opus 5.5

It's now the only major player in the file manager game. Nick Veitch wonders what more can be done with *Opus*.



Setting up your buttons is a lot easier now that you can use standard Amiga copy and paste keys in all requesters.

Files. You need to manage them or they get everywhere. It is inconceivable to imagine that, unless you only play games, you can use an Amiga efficiently without some sort of file manager. Never mind editing your startup sequence, or looking at pictures or playing sounds, how about just copying half a dozen files from one disk to another.

It is a bit of a surprise then, that there is really only one major commercial contender for what must be a lucrative market. If you don't already own a copy of *Directory Opus* you can scarcely claim never to have heard of it. Best known is probably version 4, which some people still claim is the best. Version 5 began the process of turning into a real replacement for Workbench, and 5.5 has built on that progress.

WHAT'S NEW THEN?

GPSoftware have listened to a lot of the criticisms levelled at version 5, but this new version is more than just a refinement, there are many genuinely new features. Some are cosmetic, such as being able to have borderless button banks, automatic icon colour remapping, background pictures for listers and so on – but fear not, there are useful things too.

A potentially useful new area is the implementation of system event-based scripts. These cover internal events (such as opening or closing a lister) and external events (such as inserting a disk). Some useful examples are already set up, such as a double-click bringing up a device list, and so on.

COLOUR ME

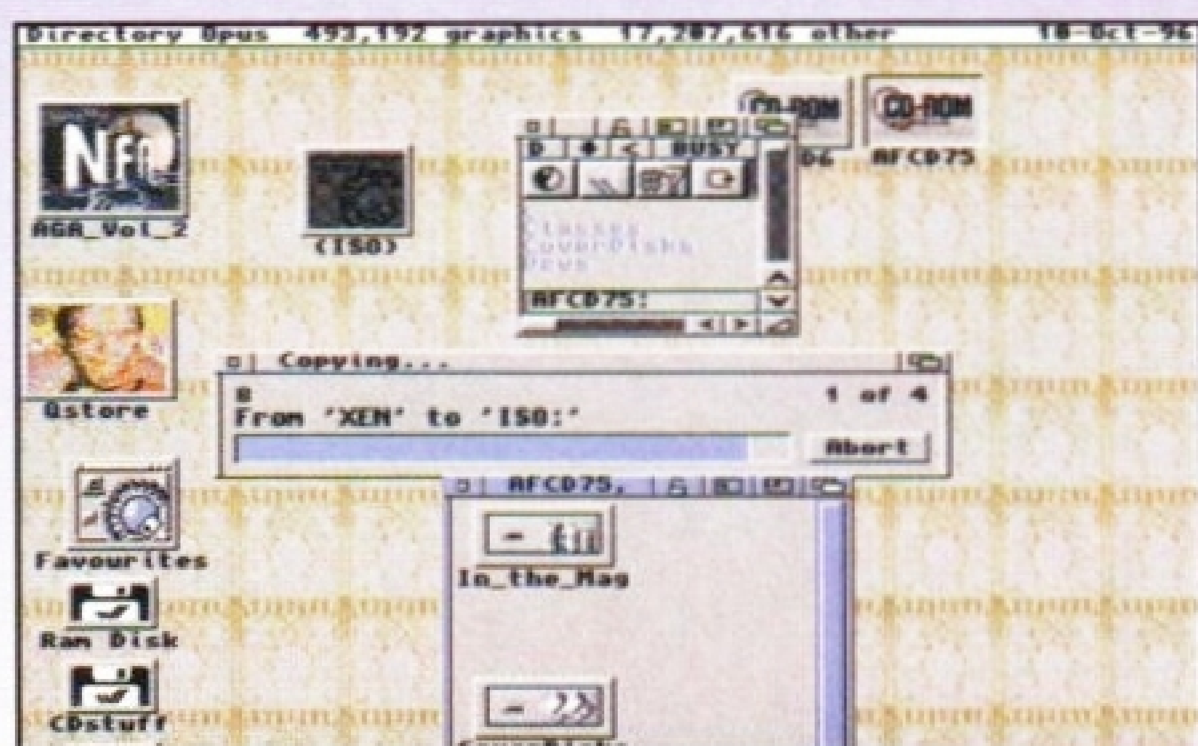
If you have a Cybervision card, or indeed any Cybergraphics supporting device, you'll be pleased to discover that the latest version of *DOpus* has full Cybergraphics RTG support. This is very welcome indeed, as you do really need a good display to get the best out of this software.

There have been plenty of advances in the area of Filetypes. This is the system that *DOpus* uses to identify particular types of files and perform appropriate actions on them, like extracting archives when you drag and drop them, viewing pictures when you double-click them and so on.

The first major enhancement is that it is now much easier to create filetypes. The optional "Sniffer" program will intercept actions (such as double-clicking) on filetypes it does not recognise. After inspecting the file, it automatically passes on information which could be used to identify this particular filetype to the filetype editor, making the whole process a lot easier. Filetypes can also now have their own type-specific pop-up menus.

WHAT'S NEW IN VERSION 5.5

- Icon Action Mode gives all the features of name mode Listers but with icons.
- Button banks and Listers need no longer be activated first in order to see right and middle mouse button clicks.
- More Lister pop-up menus to provide instant access to favourite commands.
- Workbench Replacement Mode has been enhanced.
- Integrated OpusFTP capability lets you access remote Internet sites directly from standard Listers.
- Button banks can now be borderless with a minimal dragbar instead of a full window border.
- New Filetype-specific pop-up menus allow special menus for icons and files.
- Custom buttons have a pop-up menu giving access to an extended selection of commands.
- New independent HotKeys are now supported.
- New Scripts system allows functions to be executed upon most system events.
- Custom menus have been improved with multiple user menus and sub items.
- New Automatic Filetype Creator allows you to create and test Filetypes easily.
- A font viewer is now included. Just double-click on a font to view it.
- Listers now have field titles, single-click re-sorting by fields, plus a new version field which reads the internal version information from each file.
- New colour remapping of button and icon images with support for 'Magic Workbench' and similar systems.
- Cybergraphics RTG support.
- You can now selectively hide unwanted drive icons from the *Opus* main window.
- Enhanced clipboard support provides full cut, copy and paste in gadgets and file Listers.
- Listers are no longer blocked while busy - you can now resize, iconify, and scroll busy Listers.
- Icon and Lister snapshots are now stored separately from Workbench.
- Listers can now display a background picture or pattern.
- New internal *Opus* CLI allows you to run commands and ARexx scripts.
- Several new internal commands and many new ARexx commands have been added or extended with new features.





Multitasking in action – although *Opus* is still copying files, I have resized one lister and iconified the other.

This is what your *Opus* screen could look like, if you are a complete fanatic like Trevor. Notice the custom menus and the borderless button bank.

GET NETTED

A major boon for all those of us who use their Amiga to access the internet is the seamless addition of FTP support. A special script can be used to initialise *DOpus*'s FTP features, which are basically transparent to the user.

Once connected to a remote site, the FTP Lister window acts in just the same way as the listers for your local directories – you can copy, delete, read and examine files – in fact, if it wasn't for the connection speed, you wouldn't notice that the directory was in some remote location. Smart.

SO WHAT'S WRONG?

Nothing is ever perfect. There are always compromises. One that has to be made in an effort to bring you all these features is, quite simply, simplicity. Our own Mr Vost is one of the neo-luddites I mentioned earlier, and I find it hard to argue with him. He still uses *DOpus4*, and probably will do until the end of time. There are only two listers so you never get confused about where you are copying things to or from, it loads quickly in a small amount of RAM and if you want to multitask, you can just run another copy.

However, I think that once you have got used to the new modular approach the added power of the later versions becomes apparent. It can be confusing sometimes, especially when editing a filetype or something and you end up with about five different windows all over the place. I would still recommend that you have a decent monitor and can run a flicker-free interlaced screen, or better, to be able to use this software properly.

It is my pleasure to report that the context sensitive help system is better than ever though, and documents all the new and old features (with the curious exception of the ARexx port – well, I couldn't find it in there anyway).

Another encouraging point is that GPSoftware's web site is already sporting add-ons for the new version, and cunningly, you can also get the official *Opus Software Development Kit* there too, with which programmers can make their own add-ons.

Your file manager is the nexus of your Amiga, the bridge of your USS Enterprise. Opus 4 is the original ship, 5.5 is the NCC 1701-D. If you can do without the extra bits, it's up to you. I must confess that I am now a reformed man, and embrace this version wholeheartedly, but at the same time, I can see the other point of view.



Scripts can now be added to run automatically on particular system events, like a bad disk being inserted, or a lister being closed.



THE COMMODITY QUESTION ANSWERED

In the interests of fairness, we asked Greg Perry of GPSoft why, in the past, there had been some incompatibility problems between *Opus* and some popular commodities. Wouldn't it be better if these features were integrated to start with?

"We provide many extensions and enhancements but I don't see it as our job to re-invent all the wheels. We follow system guidelines as closely as possible. Many of the current favourite utilities can either be used in *Opus* at the moment or one can use an *Opus* mechanism to replace the concept.

There are only a few utilities which do not work properly and we are always happy to look at incompatibilities and to work with the developers of these to get them to take advantage of *Opus* itself and attempt to provide compatibility. We cannot win them all and some utilities will be incompatible with Opus until they have been rewritten to be more system friendly.

For example *MagicMenu* now works with *Opus* – you just have to get the new MM 2.0 version because the older one handles RMB is a non-standard way causing a clash – the V2 works fine.

We have found that many of the apparent incompatibilities are often caused by the utility not actually being system friendly and, assuming that they are, the only program running or assuming specific behaviour of the workbench task or system. Some are specifically locked into the Workbench functions and assume they can just grab events, icons and patch Workbench functions without ever passing these events on and without taking into account other requirements.

As a simple example, there is actually no defined mechanism in the Amiga to get or set a path list. This actually comes from the initial starting CLI and is grabbed by the 'Workbench' program at the time it is run. (Which is why all path statements have to be placed before the loadwb command or in the shell-startup). We found that some 'utilities' assumed Workbench was always running and then grabbed or patched the path lists attached to this task. This is not actually legal, documented or supported. When *Opus* is run we now have to have a dummy process called 'workbench' just to provide a reference task for such programs."

DISTRIBUTOR: Wizard
01322 527800
PRICE: £49.95 (upgrades £39.99v4, £29.99v5)
REQUIREMENTS: Workbench 2+, 1Mb RAM

SPEED: ●●●●●●●●○○
Slow to load, but running speed mainly depends on your screenmode.

MANUAL: ●●●●●●●●●○
Context sensitive on-line AmigaGuide help should solve all your queries.

ACCESSIBILITY: ●●●●●●●○○○
Having said that though, if you are upgrading from v4, expect to be confused for a bit.

FEATURES: ●●●●●●●●●●
I'm sure someone is probably working on the kitchen sink module as we speak.

VALUE: ●●●●●●●●●○
A more than fair price for such a professional piece of software.

OVERALL VERDICT:
Quite simply the best file manager you can buy, and a bit of a bargain too.

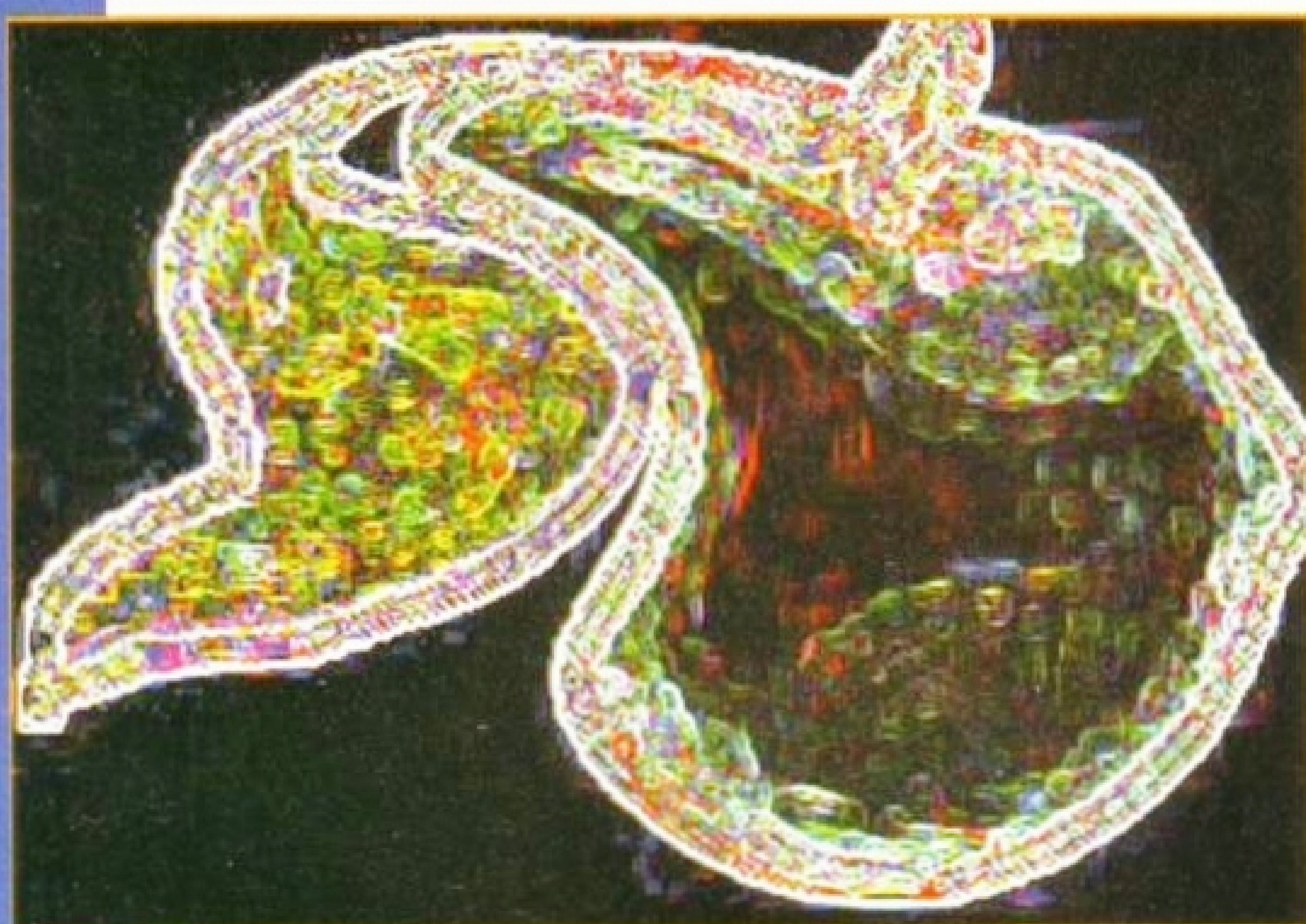
92%

Art Effect

Ben Vost looks to a newcomer on the Amiga art package scene, to take his attention away from Adobe *Photoshop* on the Macintosh.

However unfair a comparison between Adobe's top-selling art package and a brand new Amiga title might seem, it's not one that Haage and Partner are afraid to make. In fact, the splashscreen, tools layout and many other little details all conspire to make a longtime *Photoshop* user feel right at home in *Art Effect*. But how do the two compare? Can the Amiga really have a package to rival the king of image processing applications? Well, maybe not just yet, but read on and find out exactly why that is.





Fiddling with edge detect, and running it over the same image a few times, can have some lovely results.

Firstly, you have to remember that *Photoshop* is pretty old. It dates back to 1989, while *Art Effect* is pretty new to the scene. This means that while *Art Effect* can steal ideas from Photoshop wholesale (note:- I am definitely not decrying this, if other developers had done the same, Amiga software would be far more advanced than it currently is), there isn't the development history there to back it up. Haage and Partner will have to make their own mistakes in order for *Art Effect* to improve. For example, one of the best things about *Photoshop* is that redrawing is asynchronous. This means if you've got something else to do, you don't have to wait until the picture has redrawn.

However, this functionality in *Art Effect* only extends to the thumbnail previews, not the main picture itself, which can result in just the lengthy waits that asynchronous redrawing was meant to prevent. On the other hand, since *Art Effect* is the only commercial package of its kind on the Amiga that even allows for the slightest bit of asynchronous redrawing, we can't be too harsh, but it is just this sort of thing that will improve over the development of the program.

COPYCAT

The authors have definitely taken a few leaves (if not entire chapters) from the development manuals for *Photoshop*. In addition to the asynchronous redrawing, there are other similarities such as near real-time previews of effects before they are applied, the

THOSE FILTERS IN NOT QUITE FULL...

One thing *Art Effect* has going for it in a serious way is the number of filters you can apply to an image. Since there isn't really the space to devote to the entire list, here's a list of the edited highlights:



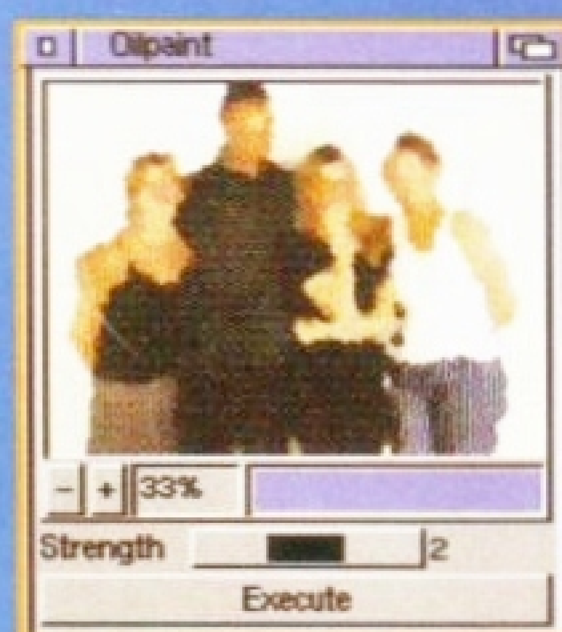
TWIRL

The twirl function needs some work on its smoothing routines, but works swiftly. Unfortunately, you can only twirl about the centre of your picture. Fortunately, you can run the offset filter to move your image around, twirl it, then offset back to your starting co-ordinates to effect a twirl in a corner.



MOSAIC

A pretty standard filter. Anyone who doesn't already understand can come and see me at the end of class.



OILPAINT

Another firm favourite with the *ADPro* crew. Fortunately the *Art Effect* version doesn't take as long to execute.



EDGEFINDER

The edge finder works with both Prewitt and Sobel routines for slightly differing results. Try repeating it on an image for a nice abstract look.



THRESHOLD

Threshold will be familiar to anyone who has tried printing on a black and white printer set to black and white instead of greyscale. Basically every pixel in your selected image can either be black or white. White or black, that's all. Just black or white (I think they get the idea – ed.)

PROBLEMS WITH V1.1

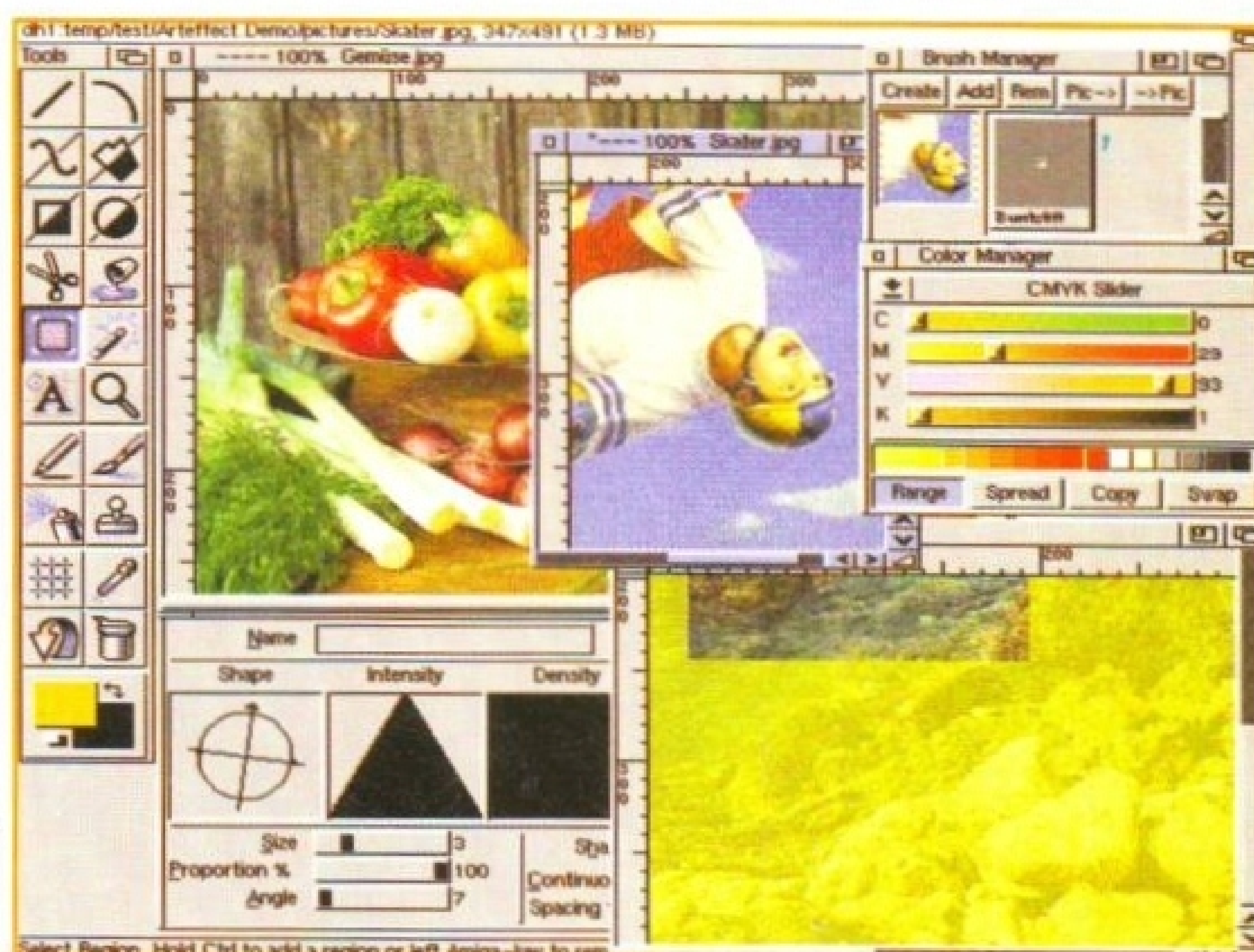
- GIF 89a pictures are read by *Art Effect*, but the display is corrupted.
- In the Canvas size requester, the cycle gadgets for measurement types should be pop-up menus.
- Online help is not in this version, apart from the bar at the bottom of the screen.
- The "Open Last Pictures" menu item in the Project menu occasionally only shows one file rather than the ten that are supposed to be there.
- The Gaussian operation only allows for two strengths.
- The spread function for the gradient fill should allow the user to reverse the range rather than forcing a rejig in the palette.
- Needs a true colour or high colour preview mode, especially since it doesn't work in HAM8.
- No ARexx interface.
- CMYK sliders a bit pointless if there is no support for true CMYK operation.
- In the new picture requester you can't enter inch values.

context sensitive tool preferences, even the brush editor looks similar, but sometimes these copycat methods can prove a downfall. One such problem is highlighted by the CMYK sliders in the palette. While a good idea, they are only really practicable if you have CMYK operating mode, can save in CMYK filetypes like TIFF and have a colour model that can correct the naturally murky colours that always appear in CMYK printout. While it is nice to be able to say oh yes, I made that colour out of 100%C 100%M 0%Y 0%K, which, by the way, looks like a gorgeous blue on screen, a printer will tell you that you are very unlikely to get that exact same shade when your picture is printed and it will actually look more like a dull purple. In fact, there is very little likelihood it will even look that way on your own printer since the Amiga has a hard enough time

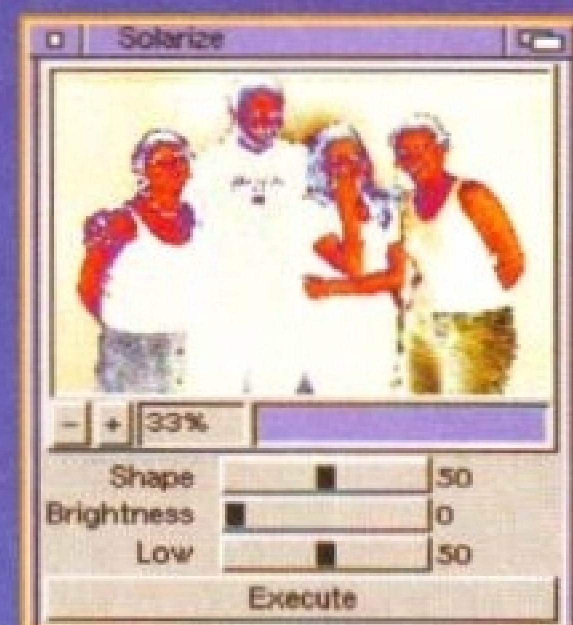
Continued overleaf ➡



Ah! Don't they look sweet? The Amiga Format gang get touched up by me and my impressionist cloner. Also note the help bar across the bottom of the screen.



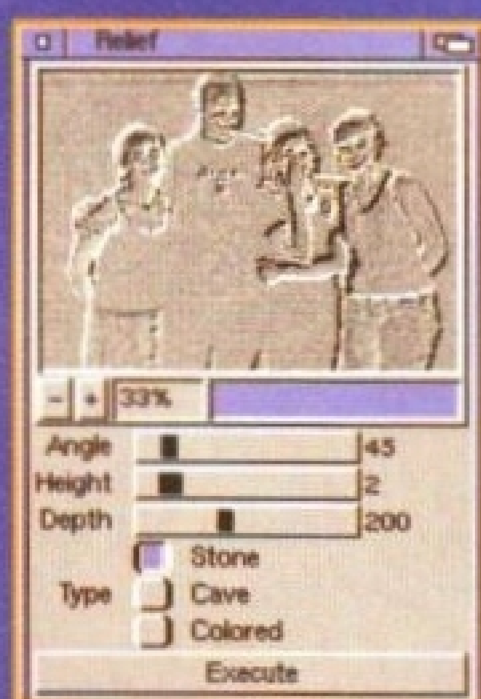
If you don't have a graphics card, *Art Effect*'s screen can soon get cluttered up with extra windows



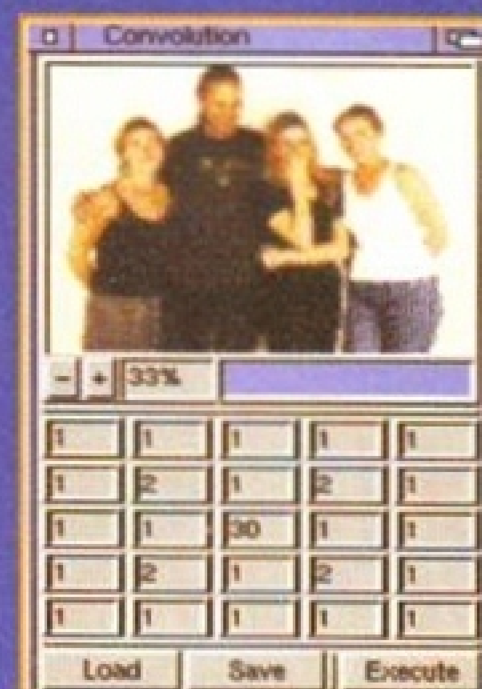
SOLARIZE
Another one of those handy effects for effects sake. This one rotates your hue circle I think.



DISPLACE PIXEL
This filter gives the almost indispensible 'looking through a glass door' look. You know, the ones with the bobbly glass.



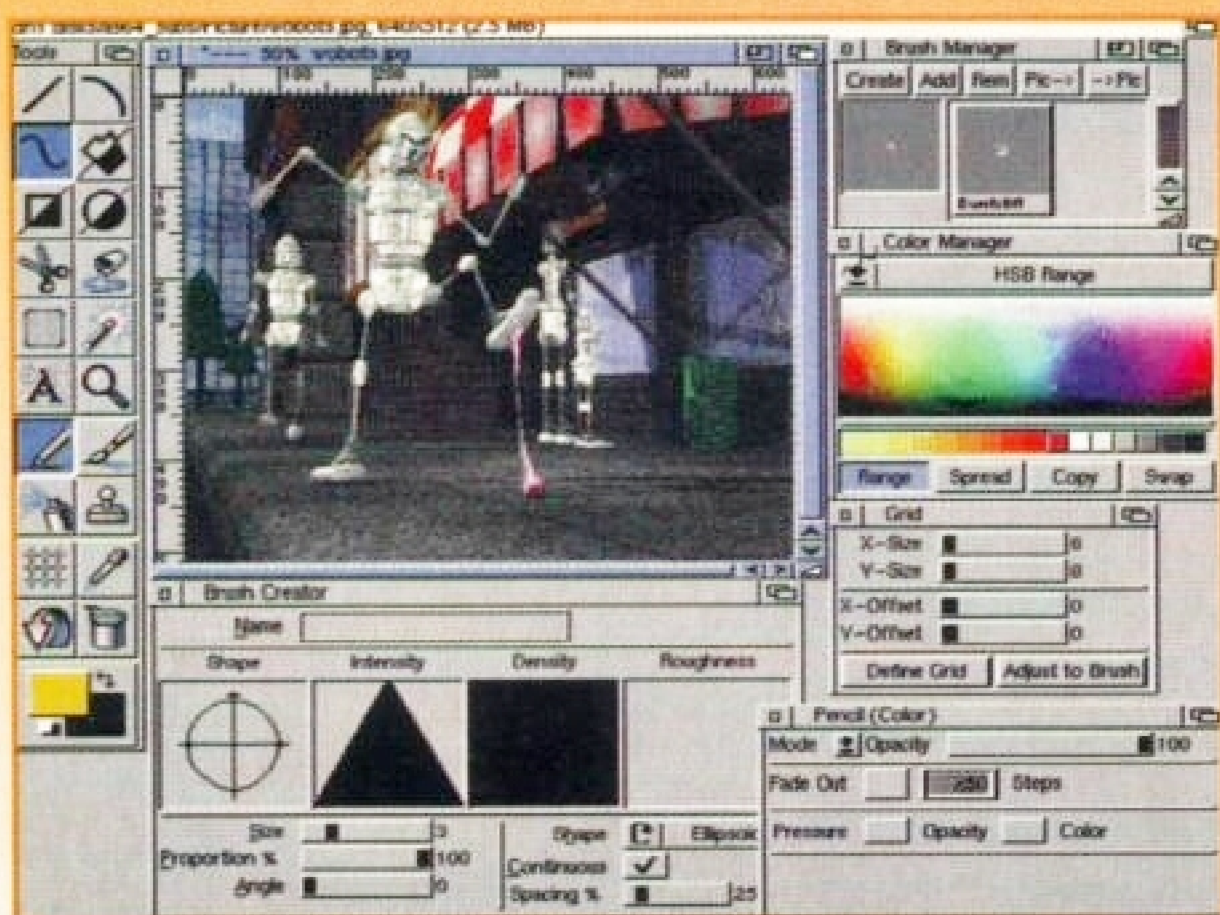
RELIEF
Do you remember when *ADPro* came out? Everyone used it's Emboss script on all their images. You can do the same in *Art Effect* now, including allowing coloured edges.



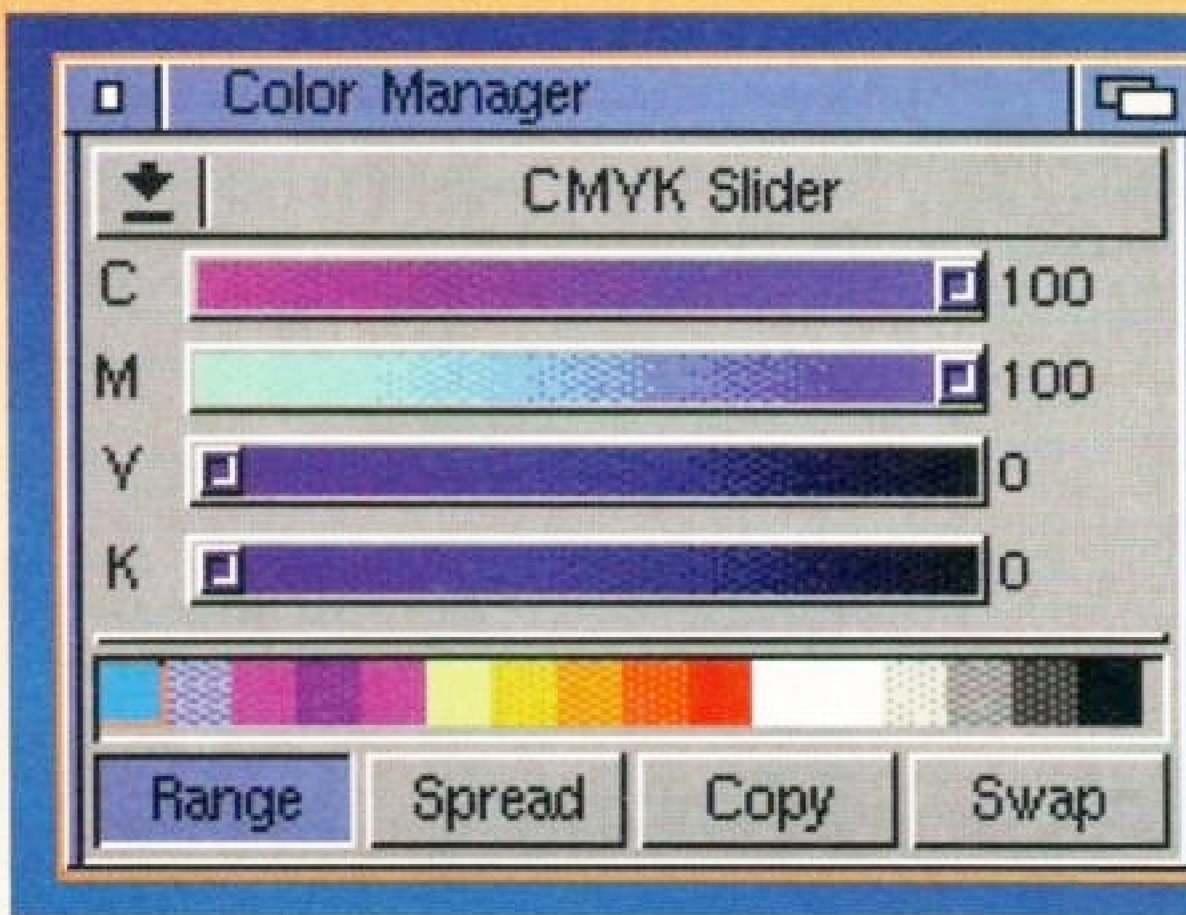
CONVOLUTION
Probably the most powerful part of any image processing package is a convolution matrix. I'm always pleased when they come with a selection of matrices since I could never work out how they work.



BUMPMAP
This filter allows you to use another image to create a texture for your picture. This version of Art Effect is limited to Bricks, Checkerboard, Stars (which get steppy if you scale them up) and boxes. There is a custom option which allows you to grab another picture to use as the basis for a bump map.

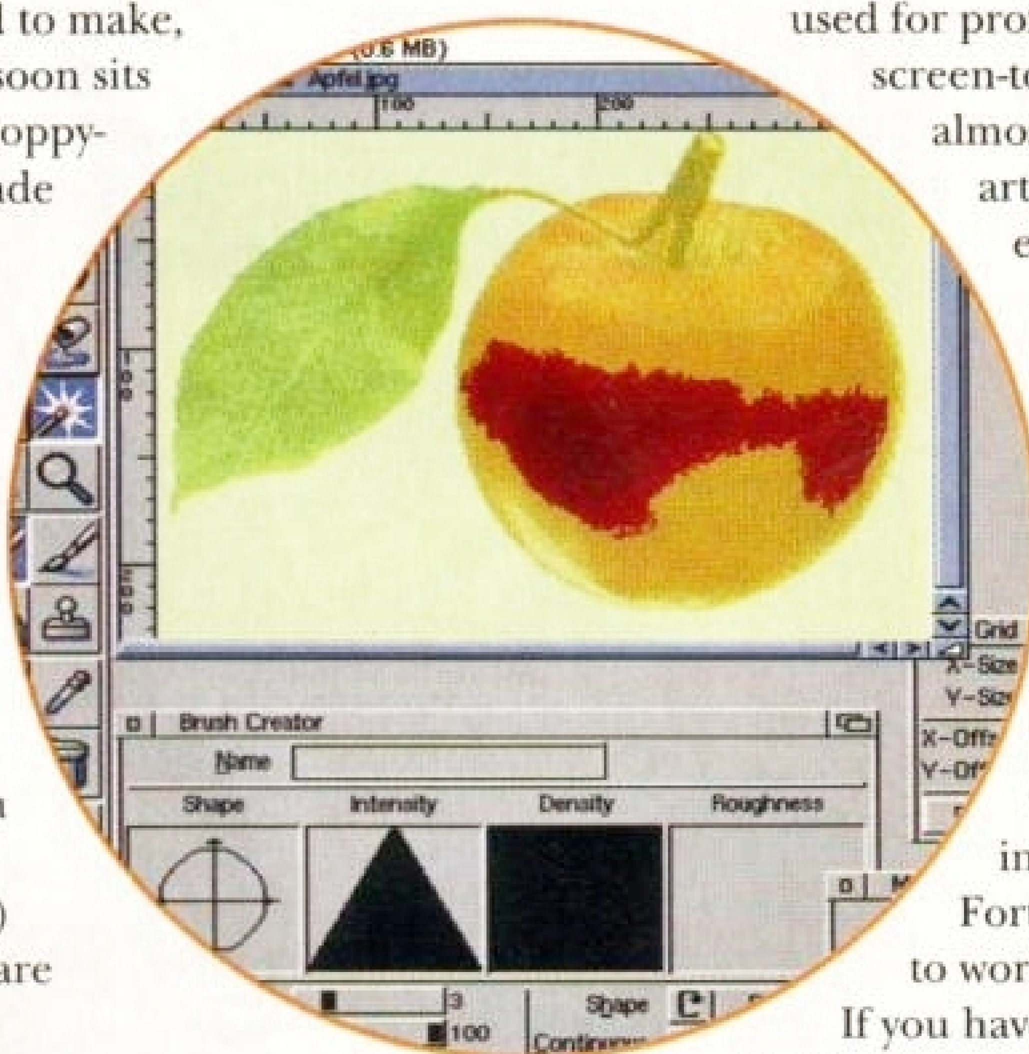


Art Effect is very good at showing an approximation of your work at a different magnification – essential for working on large images destined for print.



Art Effect's Color Manager allows you to choose colours from CMYK colourspace, but since there's no colour management, this nice bright blue currently chosen will come out this muddy blue colour on the right. They don't look too similar do they?

⬅ printing in 24-bit, let alone 32. But let's start at the beginning with unpacking the program. It comes on just two disks (compared to *Photoshop*'s eight, high density floppies) and installs very easily using the standard Commodore Installer. There are very few choices that you are asked to make, even on Expert mode, and it soon sits on your hard drive. Yes, you floppy-only people will have to upgrade your machines in order to have a look at *Art Effect*. When you start the program for the first time, you will be asked what screenmode you wish to use for and the screen will appear with a splash showing the programmers names, the amount of free RAM, your pixelspeed (handy so that you know what the fastest screenmode for working in is) and a list of the plug-ins that are being loaded.



The magic wand function can be used to select an area of colour.

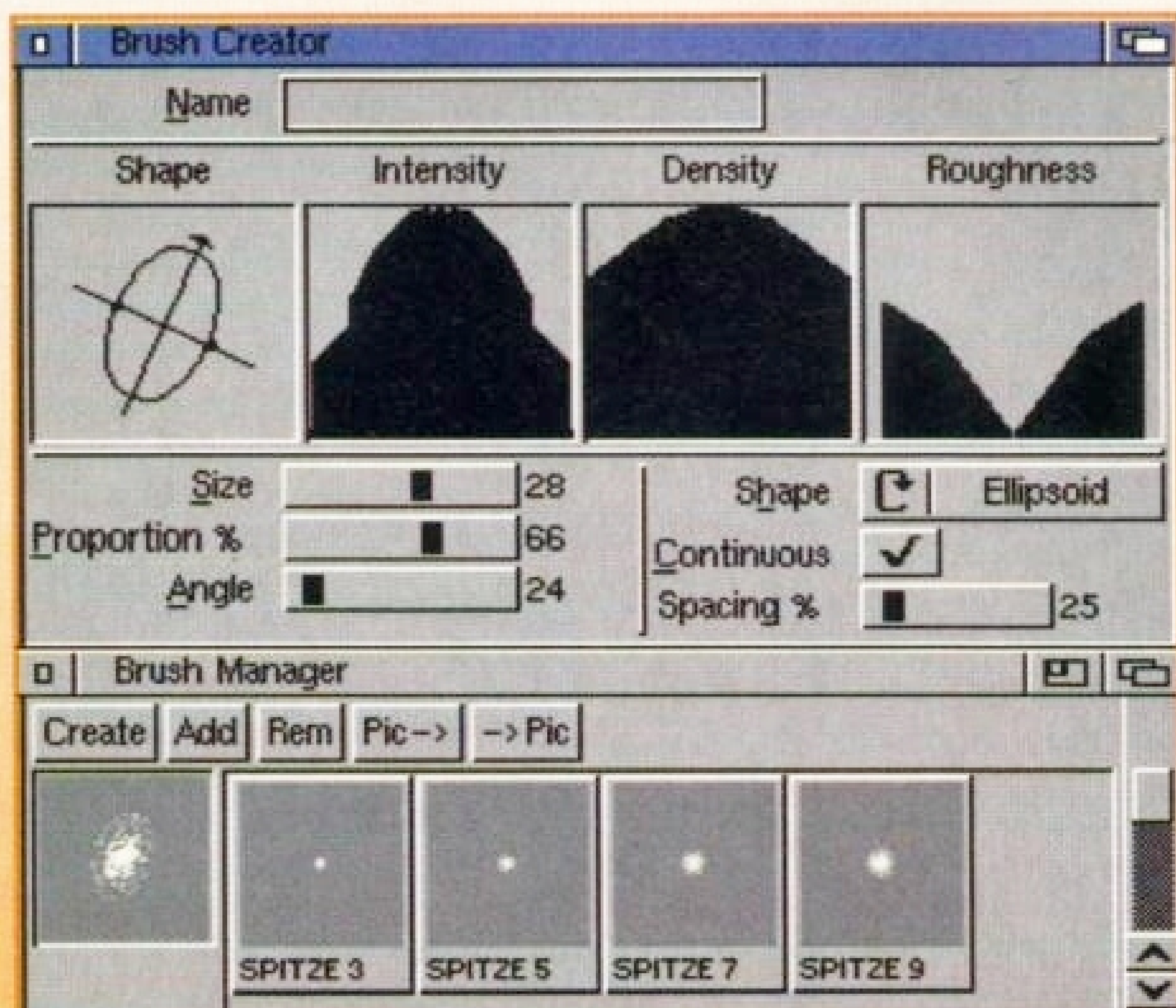
TOOLS

Down the left-hand side of the screen you'll see a fairly familiar toolbar filled with tools you should recognise. Depending on how you saved your preferences you'll also find a tool option palette, a colour palette and a brush palette. The program uses the bgui.library for its interface which means that you get things like tabs and pop-up menus for greater flexibility, although some of the gadgets don't look that great.

Creating a new image is much like it is in *Photogenics*, or *Photoshop* for that matter, but with the unusual option for an Amiga program of being able to set the dpi. Since the Amiga is very rarely used for professional printing the screen-to-paper relationship is almost never examined in art programs, but is essential for ensuring accurate printout of your image. In fact, if you were to talk to any of our art bods at *Amiga Format*, they wouldn't understand you if you started talking about pixels – the measurements they understand are inches and dpi.

Fortunately, it's fairly easy to work out the relationship. If you have an image that is 6"x4", like a photo, and you want it output at 300dpi by your printer, you'll swiftly work out that means an image that is 1800x1200 pixels in size. *Art Effect* is also helpful in telling you that the memory requirements for an image this size are going to be around 16.5Mb, so you'd better have enough memory.

Unfortunately, while you can enter in your chosen dpi and pixel sizes, you have to work the inch size out for yourself since you can't enter an inch size directly – although there is a cycle gadget for it. You don't actually need to have your image at precisely the same dpi as your printer will output – sometimes it is actually better to create your images at a lower (dpi) resolution so that your printer has "more room to manoeuvre". We have our scans and original images done at 250dpi and they look just as good as those done at precisely 300dpi and with a saving of 5Mb memory.



You can make your own brushes, but it would be better to have the Intensity, Density and Roughness controls set using splines, rather than drawing freehand.

PRINTING

Talking of printing, *Art Effect* is actually quite clued up on this front. In addition to standard preference printing that *Art Effect* massages to get pseudo 24-bit output, you can also choose between Studio and TurboPrint output for proper 24-bit printing. But if you take your picture to a professional printing bureau you'll need to ensure they can cope with PC pictures since *Art Effect* gives you no option to save TIFF files. You'll probably find you need another image processing program anyway, to save your pictures out at a lower colour resolution than 24-bit, since *Art Effect* is really only designed for 24-bit work.

Well, this hasn't looked like a very good review, has it? The truth is, I really like *Art Effect*. It's airbrush is good and fast, it has a mode of operation that is intuitive and easy to get to grips with (unlike *Photogenics*) and in time, this could well turn out to be a *Photoshop* beater, notwithstanding the Amiga's limitations of a poor quality bitmap font system, poor printout quality and lack of a decent graphics standard. Don't let any of the negative things I have said put you off from laying your cash on the counter, because this will be a great investment. I have no doubt that, as the upgrades start to flow, *Art Effect* will improve and improve on what is already a great start.

Distributor: Blittersoft 01908 261 466
PRICE: £149.95 (£89.95 offer price – contact Blittersoft
REQUIREMENTS: WB 2+, AGA / graphics card recommended, hard drive

SPEED: ●●●●●●●●○○
Even on a DBLPAL screen, redraws are pretty fast and effects take no time.

MANUAL: ●●●●●●●○○○
Accessible, but it would be nice to see a bit more theory.

ACCESSIBILITY: ●●●●●●●●●●
As easy to pick up as *PPaint*.

FEATURES: ●●●●●●●●●○
Already good, but let's hope they improve further.

VALUE: ●●●●●●○○○○
Not cheap enough these days.

OVERALL VERDICT:
A great piece of software, but I'm looking forward to version 2.

80%



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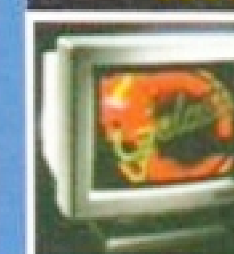
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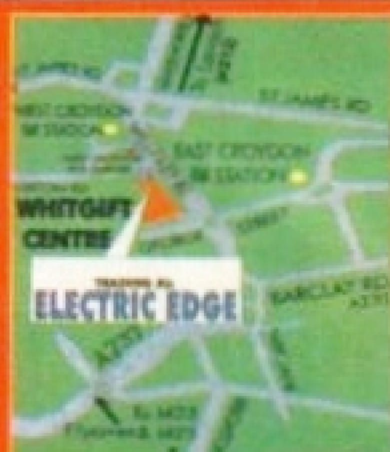
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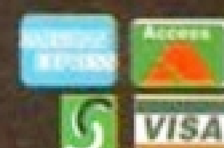
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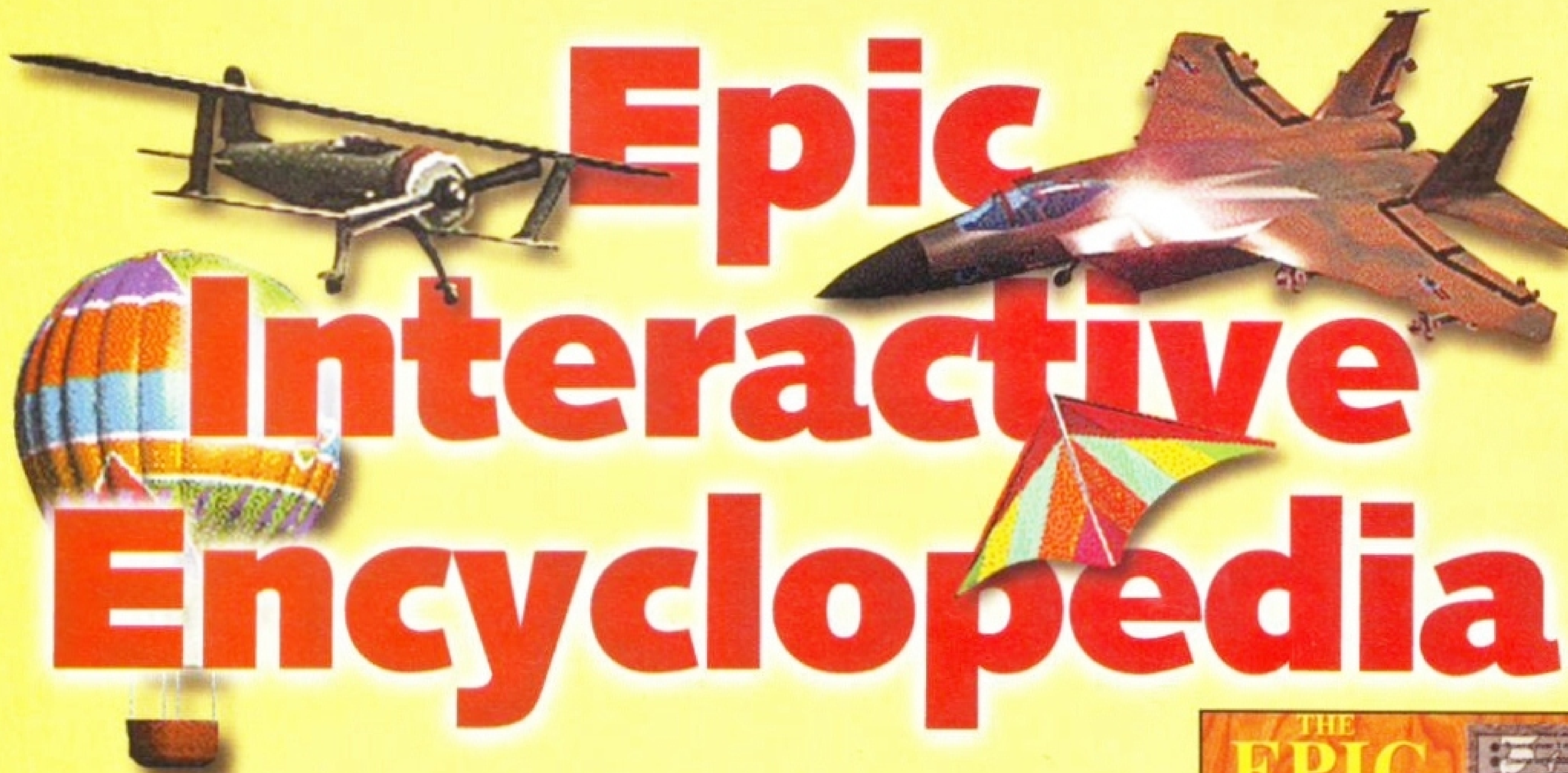
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Epic Interactive Encyclopedia

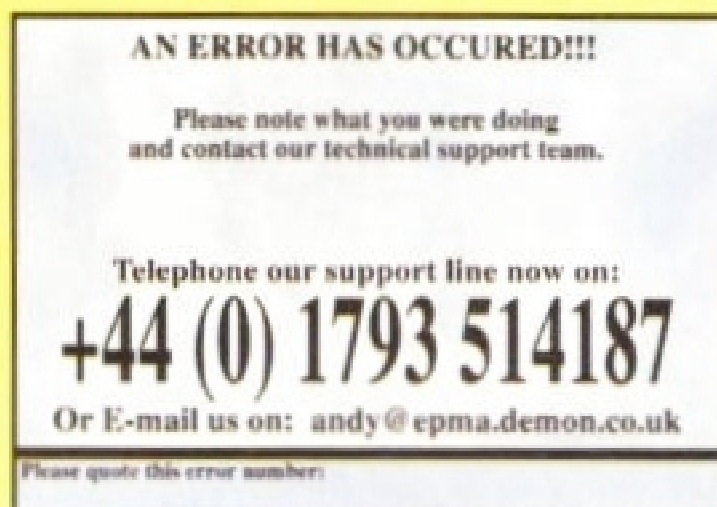
Thirsty for knowledge? Eager to learn? The new interactive encyclopaedia from Epic has all the answers.

Anyone who has had to deal with children extensively will be keenly aware of how sharp and thirsty for knowledge their minds are. However those same people will be equally well-aware of how difficult it is to get those same sponge-like minds focused on studying something that's actually included in the national school curriculum.

Thankfully help is at hand in the form of the *Epic Interactive Encyclopedia*, designed for kids, students and anyone else interested in general knowledge.

The Epic Interactive Encyclopedia comes with two interfaces, a standard 256-colour version and an ECS Lite version for those without AGA machines or re-targetable graphics cards. It has to be said that the 256-colour version sets new precedents in Amiga multimedia presentation in terms of the graphical appeal.

Pray that you never see this image, it means that something has just gone horribly wrong.





The Explorapedia is a great way for kids to learn as they play. It's also a good example of interactivity and animations.

The interface appears to have been created in *CanDo* and comprises several elements. The main section of the interface is taken up with the encyclopaedia proper, but there is also a Media Show section, a Hotlist Manager and the Explorapedia.

The Explorapedia has been designed specifically for kids, teaching them about certain subjects if they click on areas of an image. Clicking in Play mode will activate an animation and a sound, but if they are in Learn mode clicking will bring up an entry on the subject and a link to related ones.

The Hotlist Manager provides an easy way to access your favourite areas of the encyclopaedia. You can save as many hotlists as you like and thereby build a library of related topics. It's easy to add any subject to a hotlist by simply double-clicking on it.

It's hard to be sure exactly what the Media Show does as it fails to take me beyond the category screen on my machine. Presumably it takes you on a tour of the media files on the CD such as images, animations and sounds.

The Encyclopedia itself follows the conventional style with a main list of subjects and a description underneath. Unfortunately the lister containing the subjects can only display eight at a time which means you have to do a lot of scrolling – especially as there is no scrollbar. This is because the logo above it is huge – the same size as the list itself – hogging space. There is also a search facility for finding a subject and the option of clicking on words that are capitalised in the description to link to their subjects. Most of the subject entries also have images and a few, although they are damned hard to find, have filmclips as well.

In many respects the *Epic Interactive Encyclopedia* is an impressive product and must have taken a great deal of effort to create. Despite its nice appearance and useful features it isn't perfect and there are a few glitches. Thankfully none appear to be too serious and could all be easily remedied. If you're looking for an attractive, informative encyclopaedia you could do a lot worse. It will be interesting to see how Epic's forthcoming specialised subject CDs turn out.



The Encyclopedia is the main part of program and it offers sounds, animations and speech.

Distributor: Epic Marketing
PRICE: £29.95
REQUIREMENTS: 2Mb RAM, hard disk and CD-ROM drive.

SPEED: ●●●●●●●●○○
It's all pretty quick.
MANUAL: ●●●●●●●●○○
There is much in the way of instruction needed and there isn't much supplied.
ACCESSIBILITY: ●●●●●●●●○○
Gaining access to the information you want is easy.
FEATURES: ●●●●●●●●●○
There are some unique features.
VALUE: ●●●●●●●●●○
£29.95 is a fair price.
OVERALL VERDICT:
A lot of work has gone into this product and it seems to have paid off.

89%

Amiga Mice

Replacement Mice £6.95
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92% AUI



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HARD DRIVES + AT-BUS CONTROLLER FOR
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hard drive £199.00
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Alfapower-1.2G 1.2Gig
hard drive £259.00



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4Mb SIMMS £30.00
8MB SIMMS £60.00
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IDE-340 340Mb hard drive £120
IDE-540 540Mb hard drive £150

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IDE-840 840Mb hard drive £130
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IDE-2.1G 2.1Gig hard drive £239

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DD floppy disks (50)
including multicoloured disk labels £13.00
DD floppy disks (100)
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2 in 1 Scanner/Mouse Pad £9.95
Contoured Wrist Pad £5.50
Plain Wristrest £3.50
2Mb SIMMS £30.00
4Mb SIMMS £30.00
CD CLEANERS - 1/2 PRICE
CD Rom Cleaner £3.00
Automatic CD Rom Cleaner *(battery powered)* ...£10.00
Laser Lens Cleaner £4.50

Complete CD Rom for all Amigas

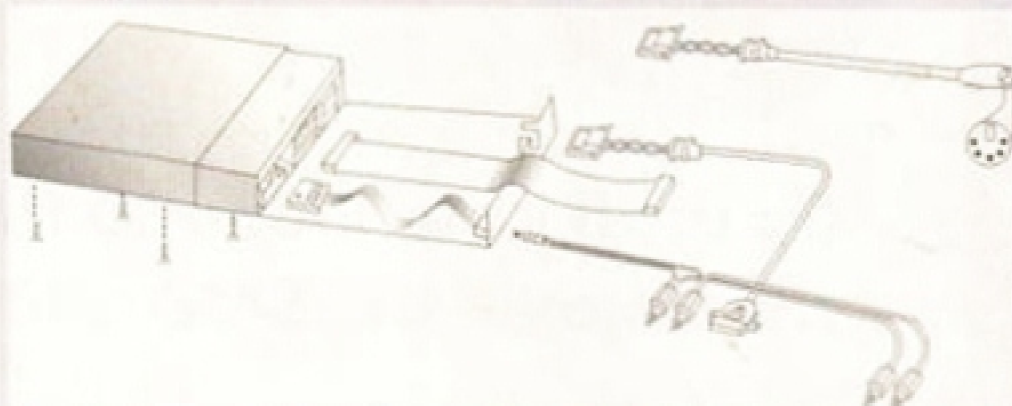
Quad Speed CD Rom for A500 ....£129
(needs Alfapower V6.8 or higher)
Quad Speed CD Rom for A600/A1200 £149
(inc CD32 emulation)
Quad Speed CD Rom
for A1500/A2000/
A4000 ....£109



External IDE CD Rom Upgrade Kit

comprises of:
Metal case, screws, Power Connector (draws power from disk drive port) Power Connector (for optional external Power supply), IDE ribbon cable, Stereo Audio Cables (will require an interface).

Kit price £39



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SMD 100



Up until now VideoCD has been technology only CD^{32} users can enjoy – the SMD-100 proves that's about to change.



The SMD-100 is equally good at decoding dark and atmospheric images as it is colour-rich and shiny ones.



Perhaps the most baffling and annoying thing about the computer industry, as a whole, is the apparent penchant for creating different formats, protocols and interfaces. This wouldn't be so bad if weren't for the fact that just about every computer manufacturer has their own ideas about which is best.

This inability to come to any sort of agreement has resulted in a computer industry that is split into several, almost completely incompatible, platforms.



This pool-side image has a nice range of rich colours.

It is little wonder that one of the first problems encountered by new computer-users involves compatibility issues. It is quite understandable that someone who is new to computing might think that a floppy disk or CD-ROM should work on any machine and not only be able to carry data, but also run the software contained in the disk. We've even had people call us with complaints about the cover CD or disk not working properly, only to find out, ten minutes or so into the conversation, they have been trying to run the disk on a PC or other type of computer.

COMMON GOAL

A lot of progress could be made if everyone put their heads together and worked to a common goal. As it happens several industry big-wigs, including Commodore and Philips did get together to work on a single project. They, along with a number of PC hardware developers, were looking for the technology that would form the foundation for the next generation of video playback and storage.

Both Philips and Commodore were looking to incorporate this technology in their new CD-based consoles, the CDi and CD^{32}, and both were happy with the result – the MPEG format and the birth of VideoCD. MPEG enables high quality video sequences to be encoded onto CD through a highly compressed format and dedicated hardware. One of the advantages of this is that, as with music CDs compared with music tapes, the quality is better and there is no degradation.

However VideoCD, like its big brother the Laser Disc, never really took off and many people are unaware of this alternative to video tapes let-alone own an MPEG decoder. The CD^{32} was the only Amiga to benefit from the introduction of MPEG technology and even then, this implementation has been far from extensive. The CD^{32} is the only member of the Amiga family to enjoy the benefits of MPEG technology because its design included an expansion port that was added with an MPEG expansion card in mind.

Now, thanks to HiSoft Systems, every Amiga-owner can avail themselves of many of the advantages on offer by MPEG technology. The SMD-100 is an external MPEG decoder that can be used with any SCSI-equipped Amiga or even with just a CD-ROM drive and a TV. Looking like a stereotypical blackbox, this SCSI-2 device wouldn't look out of place in a non-techy front room and the CD drive that is attached is likely to draw more attention.

SOLID AND COMPACT

The SMD-100 is quite compact and only measures 17x16x6cm. With its metal casing and good workmanship the SDM-100 is a solid little number and gives the impression that it will remain reliable for some time. Apart from an on/off light and a remote sensor the front of the unit is pretty featureless. Around the back, however, you'll find all the connectors and other "gubbins"





Chap on the right: "What do you mean I've been digitally encoded?" Hugh Grant: "Well umm, yes... uhh, you could say that."

Crop-dusting that's the life for me – just flying around with the wind in your hair and squirting chemicals every now and then.



necessary for connecting the SMD-100 to your Amiga and CD-ROM drive as well as your TV or video.

As it is a SCSI device, it has two SCSI connectors, both of which are of the 50-pin variety. The rear of the unit also features a SCART socket for sending the video signal to a TV, video or even a monitor. There is also a set of DIP switches for setting the unit's SCSI id and turning its termination on or off. This covers all the connectors and interfaces that you might expect, but there is yet another interface that serves as the device's genlock socket.

The addition of this little 9-pin connector opens up possibilities for using the device in DTV, presentation and exhibition work. It enables the unit to receive video signals from your Amiga or another video source and the hardware inside can overlay this on an MPEG sequence. This, as with the SCART output, may require that you have a cable adaptor, but these are easy to find and relatively inexpensive. However the SMD does come with a SCART to SCART lead which should be sufficient for most peoples' needs as they are likely to have a SCART TV or video.





Even pale delicate colours are picked up and separated well.

As any self-respecting coach-potato will tell you, all the fancy gizmos in the world are useless unless they have a remote control. As the SMD-100 has no playback controls on the unit this is literally true, even for the most athletic of video watchers. The remote control is equipped with the usual VCR buttons for; standby, stop, play, fast forward, rewind, pause, eject and volume.

RANDOM ACCESS

However it also has several track select buttons just like a CD player's remote control. This is one of the advantages of VideoCD – as it's a digital medium you have full random access to any part of a film. Because of this facility most VideoCD films' inlay cards include an index of certain scenes so that you can jump to them easily if you want.

Of course, the most important feature of any audio visual product is the quality of its output. While VideoCD images have a relatively low resolution it supports full 24-bit colour and 16-bit stereo audio. When played back through a decent TV and hi-fi the results are quite impressive.

However there is one annoying limitation with the VideoCD format – CD swapping. Despite all the clever compression technology there is still a heck of a lot of data to be crammed on to a disc and a normal CD can't hold a complete film. Films are actually supplied on two discs and you will have to change the discs over, half way through.

This is only slightly annoying as are deficiencies in the design of the SMD-100. The only real short-coming is the lack of audio out connectors which means you need a special lead to connect the unit to a hi-fi or set of external speakers. The SMD-100 doesn't work with Reno portable CD-ROM drives and some of the earlier Aiwa ACD 300 drives, but this is a problem with the drives and not with the unit.

The only other concerns are the availability of VideoCDs and how long it will be before they will superseded. There are a surprising number of retail outlets, mostly record stores, that stock VideoCD titles and there are plenty of recent and popular films available in this format – the drive also comes with a free film. Although the new DVD video format is currently being worked on, it may not be available at an affordable price until some time in 1998 and DVD players will be able to read VideoCD disc so you won't have wasted your money on your films.

WAIT AND SEE

The SMD-100 is an impressive product and it's a wonder why nobody has created it before now. However, despite being an excellent peripheral, it still may not turn out to be as popular as it should be – we'll all just have to wait and see.

DISTRIBUTOR: HiSoft 01525 718181
PRICE: £199.95
REQUIREMENTS: SCSI CD-ROM drive, TV or monitor

SPEED: ●●●●●●●●●●●
The unit performs its function perfectly and there are no stops and starts with a good drive

MANUAL: ●●●●●●●●●○○
A bit small but the manual tells you all you need to know to solve common problems.

ACCESSIBILITY: ●●●●●●●●●●●
Installation couldn't be easier, just plug it into the drive and TV or add it to your SCSI chain.

FEATURES: ●●●●●●●●●○○
The unit is fully-equipped with all the features you need except a separate audio out socket.

VALUE: ●●●●●●●●●○○
£200 is more than a fair price.

OVERALL VERDICT:
It's about time the Amiga had a product like this – I hope it catches on.

92%

Why Apple?



One day we may see the rebirth of the Amiga with a PowerPC processor and other new features to enable it to compete again with today's systems. Sadly though, more than two years since Commodore's demise, very little of substance has happened. We've seen prototypes and promises, but that's about it...

Perhaps some can wait for the final outcome, but if you need more performance, without paying the earth - and you need it today - there's one real alternative to consider now...

Only Apple can offer you both desktop and portable computers that truly match the ease of use the Amiga brought to your desktop. Affordable Apple Macintosh systems have PowerPC RISC processors with thousands of off-the-shelf programs available in areas where the Amiga was previously so strong.

And, if you need to have the most compatible of all computers, Macintosh is currently the only system that can run MacOS, DOS and Windows applications via optional DOS Cards or SoftWindows.

Why Macintosh?

Performance:



All Macs are PowerPC based (except PowerBook 190s). Even entry level systems run at 100MHz or 120MHz, with 200MHz powerhouses and 180 MHz multi-processor systems at the top of the range.

Mac OS

Apple is the only mainstream computer company who has been able to make the transition from the older CISC (complex instruction set computing) processors to the newer and faster RISC (reduced instruction set computing) processor technology - whilst still retaining full backward compatibility with previous software.

Remember 486, Pentium/Pro & 680X0 are merely CISC!

Software choice:

Over 1,800 native software packages (written specially for PowerPC Macs) have been shipped since Power Macintoshes were launched in 1994 - plus there are thousands of existing programs which can also be used. Industry standard programs such as Word, Pagestream, Word Perfect, Page FileMaker Pro, Excel, Quark Xpress, Photoshop and many others have all been developed for the Mac.

Creativity:



- Macintosh still dominates the creative world with an 80% market share in colour publishing.
- 65% of post-production video editing is on Macs.
- Macintosh is the most widely used system for the creation of Internet web pages.
- Most magazines (probably the one you're reading right now) are created on Macintosh.

The Internet & Communication:



- All Macs are Internet ready; many include a 28,800bps modem with full send/receive fax and answerphone management facilities.
- Industry standard web browsers, Netscape Navigator and Microsoft Internet Explorer, were developed for the Mac. Both give full access to all Web sites with new Internet page layout features like auto-tables and on-screen movies.



- The Internet's standard format for video files, called QuickTime (or QuickTime for Windows), was an Apple development. Of course it comes as standard with every Mac.

Connectivity & Expandability:

- All Macintoshes have networking built in as standard, so connecting systems together and adding shared printers etc. couldn't be easier.
- All Macintoshes have an external SCSI connector as standard (except Duos) - adding external drives, cartridge drives, scanners etc. really is Plug-and-Play.
- Low-cost digital cameras can be plugged into the Mac for instant real image input.



- Inexpensive industry standard PCI cards can be used in all Mac systems from the 5400 upwards.

Education & Edutainment:

- Many quality Macintosh titles are widely available. Dorling Kindersley offer superb titles like The Ultimate Human Body and History of the World whilst Microsoft publish Encarta, Cinemania and Dinosaurs.

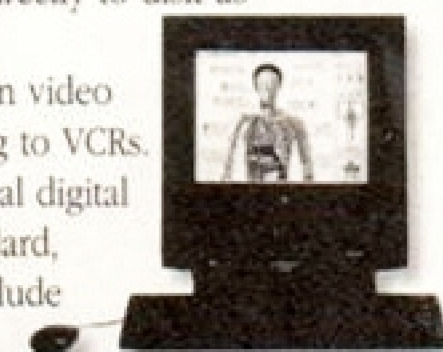


- Because Macintosh is the preferred system within many educational establishments, high quality software is assured.

Multimedia:

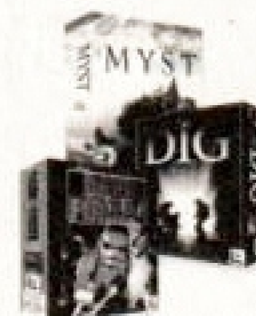


- Apple is the World's No. 1 Multimedia PC vendor.
- All desktop Macs have a fast CD-ROM drive as standard (portables get internal CD soon too).
- In 1995, 42 of the top 50 selling CD-ROM titles worldwide were developed on the Macintosh.
- Many Macintoshes have built-in TV with teletext so TV clips can be recorded directly to disk as QuickTime movies.
- Many Macintoshes have built-in video in and out, for direct recording to VCRs.
- Some Macintoshes have internal digital video editing facilities as standard, others can be upgraded to include this facility with ease.



New 5400 'Black Mac' ideal for your home.

Recreation & Games:



- Top games like The Ultimate Doom, Myst, Rebel Assault II, Dark Forces, Descent, Afterlife, Lost Eden, Legend of Kyrandia, Full Throttle and The Dig have all been developed for Macintosh.

Output & Presentation:

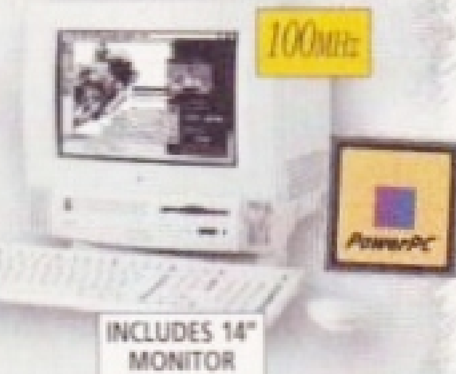
- Connecting and using colour printers (from Epson, HP, Apple and others) to Macs is so easy and the results are truly outstanding.
- Many software packages are available offering image manipulation and superb photo quality output.



Interested?

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5260 Performa



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- 5260/100MHz with 12Mb RAM, Quad Speed CD, 800Mb Hard Drive, Built-in 14" Colour Monitor and Keyboard

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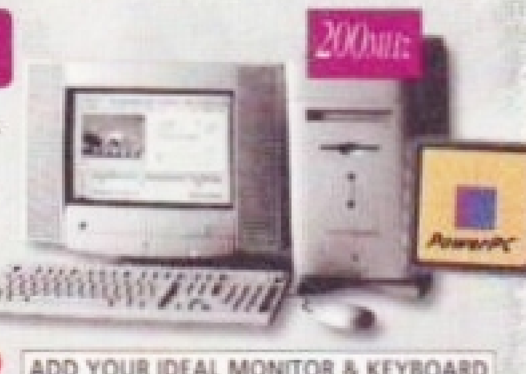
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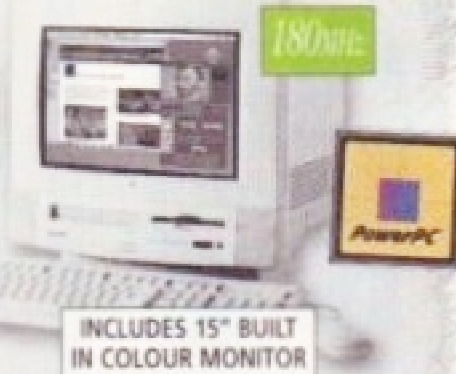
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INCLUDES 15" BUILT IN COLOUR MONITOR

GET ALL THIS GREAT SOFTWARE... • Mac OS 7.5.3 • HyperCard Player • Acrobat Reader • At Ease • Apple Video Player • Apple Telecom 3.0 • Internet Connection Kit • Claris Works 4.0 • MacLink Plus • 120 Letters • Performa ClickArt • Thinkin' Things 3 • Grolier Multimedia Encyclopaedia • PowerPete • Sammy's Science House • Disney - Aladdin Activity Centre • Disney - Lion King Story Book • Disney - Toy Story Preview • DK's The Ultimate Human Body • Full Throttle • Descent • The Best of European Soccer

FREE CLARIS WORKS 4

5400 - 16/1600 - CD

FROM **£1679**

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Monitors

ASK ABOUT MONITORS FROM SONY, MITSUBISHI, FORMAC etc.

There's a great choice of colour monitors to add to your Mac, here's just a few...

- GH 15" Multisync £279
- Apple 15" Multiscan £334
- Apple 15" AV Multiscan £409
- Apple 17" 1705 Multiscan £604
- Apple 17" 1710 TCO Multiscan £774
- Apple 17" 1710 AV Multiscan £869
- Apple 20" Multiscan II £1469

Printers

Apple StyleWriter 1500 Colour £189

MORE PRINTERS... Ask for more details

- Apple StyleWriter 2500 Colour £339
- Epson Stylus 500 Colour £279
- Epson Stylus Pro A4 Colour £389
- Epson Stylus ProXL A3 Colour £999

Modems

Apple Internet Connection Kit £59

- Global Village Teleport Gold 14.4 £59
- Motorola 3400 Pro V34 28.8 £134

Mac Software:

- All the best programs are available for your Mac and cost less than you might expect. A very small selection is shown below...

MYST	£37	ENCARTA '96	£46
THE DIG	£36	GROLIERS ENCYC	£42
ABSOLUTE ZERO	£45	COREL DRAW SUITE...from	£116
ALONE IN THE DARK 3	£40	CLARIS WORKS 4	£111
DARK FORCES	£41	SOFTWINDOWS '95	£293

Mac Accessories:

- It's easy to add peripherals to your Mac. Just look below and see what's available - it's all plug and play!

KEYBOARDS...from	£47	MACALLY GAME PAD	£26
ZIP DRIVE - 100Mb	£163	MACALLY JOYSTICK	£38
1.2Gb. EXT. HARD DRIVE	£328	JETSTICK JOYSTICK	£45
WACOM ARTPAD II	£140	APPLE DESIGN SPEAKERS	£58
APPLE DOS CARDS...from	£575	1yr ON-SITE MAINTENANCE	£18

Deferred Payment Plan:✦

- It's easy to buy your Mac with a GH Personal Finance Option.
- Ask for details of one to suit you.
- Example... Pay 10% Deposit on a balance over £1200 and then pay nothing for 4 months (subject to status and an £18 arrangement fee).
- Written details available on request.

·Why Inexpensive?·

Price/Performance:

- Today's fastest Macintoshes outperform the fastest Pentium Pro systems - by a considerable margin!
- Macintosh systems have a far lower cost of ownership than Windows systems.
- Macs are much cheaper than comparable Amigas!

Price Comparison:

Amiga System:		*Macintosh System:*	
A1200 inc. 2Mb RAM	£350	Macintosh Performa 5400	
50MHz 68060 upgrade	£580	180MHz PowerPC 603e.	*Inc.*
16Mb RAM	£119	16Mb RAM	*Inc.*
1.6Gb Hard Drive	£300	1.6Gb Hard Drive	*Inc.*
8 x Speed CD ROM drive	£259	8x Speed CD ROM drive	*Inc.*
14" Monitor	£286	15" Monitor & Keyboard	*Inc.*
28.8k Modem	£135	28.8 Modem/Fax/Answerphone	*Inc.*
TV Options	*Not Available*	TV 'Live in Window' on screen	*Inc.*
Video In/Quicktime	*Not Available*	Video In/Quicktime	*Inc.*
PCI Card Facility	*Not Available*	PCI Card Facility	*Inc.*
Total for Amiga System	**£2029**	Total for Mac System	**£1996**

Remember, the Amiga shown above is still only CISC based, and.. if the comparison was for an A4000, the cost differential would be even greater!

Apple Loyalty:

Apple is the No.1 computer company worldwide with 87% of users purchasing other Macintosh systems. There are over 60,000,000 Macintosh users worldwide...

Isn't it time you became one?



Weekly finance prices are exc.VAT and are based on 3 year fixed cost
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·······Why Harwoods?·······

Gordon Harwood Computers was founded as a specialist Commodore dealer in 1982 and we're still supporting Amiga users today. We began supplying Macintosh systems in 1991 when it became clear that Commodore was failing to capitalise on the technological advantage it had. We needed to have products available that fulfilled the needs of our customers who were demanding...

- Systems with a future
- Systems with outstanding performance
- Systems with unsurpassed ease of use
- Systems without the problems and disadvantages associated with DOS/Windows, which still persist and trouble users even now.

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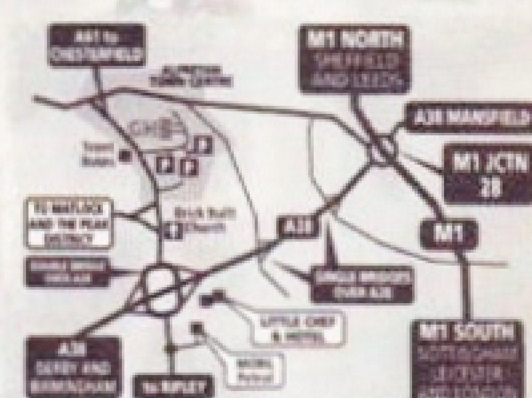
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TO C OR NOT TO C...



I have had my A500 for seven years now, and about a year ago, I started to learn to program in Amos Pro. The problem is that it simply isn't quick enough (I do graphics stuff). C is a much faster language, but I can't find any books on Amiga C.

Can you suggest any or run a tutorial? Also, could you put a compiler on the Coverdisk? If not, is there any way that I could get Complete Amiga C which you offered about two years ago? Finally, I'm going to buy a second-hand A1200. Will a 3.5 inch Mode 4 EIDE hard drive (e.g. 1.2Gb Quantum 'Bigfoot') work with it?

A. Braidwood
Doncaster

Amos Pro is actually quite fast for graphics work; it was designed to write games after all. If speed is really important to you, it might be worth your while considering learning Assembler as well as C. Finding specific Amiga books on C is difficult, not least because there weren't that many published. Any good C manual which teaches you the basics of the language will do – my favourite is "C the Complete Reference" by Herbert Schildt.

To learn how to use the Amiga operating system and hardware, look no further than the official Amiga ROM Kernal reference manuals and Amiga Hardware reference guide. The recently released Developer CD-ROM is a definite must. We probably could put a freely distributable compiler on the Coverdisk, but we couldn't put all the necessary Amiga header files on there too, as they are copyright. Sadly, "Complete Amiga C" is no longer available.

Although I haven't used that particular hard drive model, there is no reason why it shouldn't operate with the Amiga 1200 – assuming you can sort out the necessary IDE cables and power supply connections.

CD-ROM VERSUS MODEM

1. What should I purchase? A CD-ROM, or a modem for the *Amiga Format* web site?

2. Can you recommend a decent CD-ROM (any speed) for about £100?

3. Is there such a thing as a parallel CD drive for the A1200 and how much does it cost?

4. Lastly, me and a friend are setting up an Amiga-related diskmag, called World of Amiga Magazine, covering games, hardware, software, etc. If anyone is interested in helping out, please ring us on: 01757 702256, or if anyone wants a copy, please ring at the above number for details of a PD library which will be stocking the mag.

Neil Bullock
Selby

1. It's very difficult to choose between them. A CD-ROM drive will give you access to a huge amount of software, but a modem will let you download the latest programs directly from the Aminet. Ideally, you would want both!

2. You should be able to use the ATAPI system and a cheap dual speed mechanism for less than £100.

3. No, using the parallel port with a CD-ROM drive is not an option on the Amiga.

4. Another free advert... sigh. Is it any wonder Amiga magazines are in their current state?

Continued overleaf ➡



There are many ways to add a CD-ROM drive to an Amiga, but the parallel port isn't one of them.

FLOPPY BOOT

My problem is the same as Macfarlane's (*AF87* – page 87) in that I cannot boot up from the hard drive after a soft reboot. You suggested getting in touch for information on how to make up a special bootable floppy disk, that detects the missing hard drive, and does a reset automatically. Hence this letter to you.

I feel this could be a common problem because of cheap accelerator cards and the willingness of owners to upgrade and support the Amiga through peripherals. This is the only way to maintain a presence in the computer market, until the Amiga finds its way again.

R. Dobbie
Glasgow

There is only one catch to making a bootable floppy capable of detecting the absence of a hard drive and automatically re-booting and we'll get to that shortly. The first challenge is to write a suitable AmigaDos script.

This example script assumes your hard drive is called "hd1" and you should add the script in your user-startup script. If you don't have a script called "user-startup" in the s: directory yet, then save this one with that name:

Assign >nil: hd1: exists if warm reset endif

Looks simple enough, doesn't it? The only snag is that there isn't a command called "reset". I use one which I wrote myself and I'll pass it over to the crack CD-ROM development team. If there is time I'm sure they'll squeeze it on to the CD-ROM either this month or next month.



This is an Amiga. If you have never seen one of these before, you are reading the wrong magazine.

YOU'RE DOOMED

I have been the proud owner of an Amiga 1200 for more than two years now and I am very happy with it. However, I was wondering if there was any way that I could play old PC games, like *Doom* for instance.

I heard from a friend that *Doom* could work on a 286 if memory was expanded to more than 8Mb, so I thought that if I bought the latest PC emulator (PCTask 3.1), expanded my memory to 8Mb or more and then maybe bought an A1200 accelerator, it might work on my computer. If this is not possible, please could you tell me if there are any other ways to run PC software? Is there any chance of a more powerful emulator coming up in the next couple of years.

Paul F.
Cheshire

I'm afraid your friend is incorrect; Doom *requires a 386 processor and no amount of extra memory will make it run on a 286. The prequel to* Doom, Wolfinstein 3D, *does run on a 286 using PCTask, but even on an Amiga 4000 with a 68040 and a graphics card, it runs too slowly to be playable.*

The forthcoming release of PCTask promises 486 support, so theoretically it will run Doom, *but believe me when I say it won't do it quickly enough to be fun. Software-based PC emulators are great for DOS applications for example, but forget them for games. Instead, buy that accelerator and get the latest release of* Alien Breed.

NIGGLING IMAGES

I am writing with a problem which has been niggling me since I installed the *MacPaint* DataType on Workbench to be more exact.

A friend of mine gave me a CD full of *MacPaint*. When I insert the disk into the drive, the CD disk icon appears, but after double-clicking on this icon, an empty window appears.

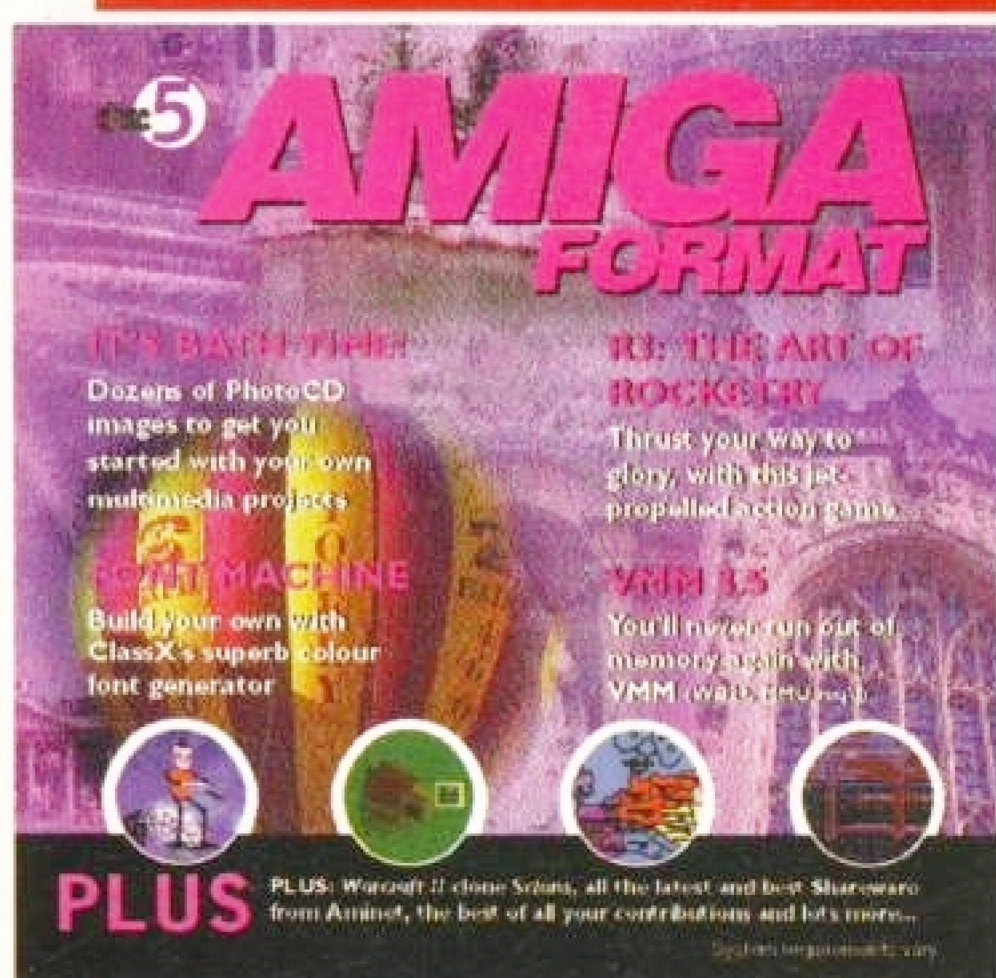
THINKING ABOUT HARD DRIVES

Please advise me – does the current *Amiga Format* Disk No. 5 require a hard drive in order to operate it? If so, fair enough, and you needn't bother to read the rest of this letter! The reason I am writing is because, up to now, I have been able to put the previous disks into my 'Squirrel' CD-ROM each month (6Mb of memory) and I've had no real problems booting them with a CD³² Disk.

Now I suddenly find I am being told 'cannot access your tool IconX'. I am a 'senior citizen' and am still getting used to the mysteries and pleasures of the A1200. I have no hard drive. One thing that I just can't fathom out is how to follow a path across the same difficulty on other disks, so if you could clear up this mystery for me I'd be delighted. I really like the 1200 – it helped me get over the after-effects of a serious operation, when it was bought for me as a birthday present.

There are no other Amiga-users, as far as I am aware, in the neighbourhood, so I'm seeking your kind assistance. If it's as I queried at the beginning of this letter, then so be it – perhaps I'll get one for Christmas! But I hope you can help me now.

Jog Unclothing
Moreton In Marsh



It would really be a good idea to buy a hard drive if you want to make the most of the AFCDs

Strictly speaking you don't need a hard drive. However, you will find things progressively more difficult as time goes by without one. As for your problem with AFCD5, it is a common one that many people using Commodore's CD filing system have found.

To put it simply, return your disc with an SAE to:
Ablex Audio Visual Ltd, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QR.
They will send you out a new disc that will work with your setup.

If you do take the plunge and get a hard drive, you'll find that your computing will change for the better immediately. You will have much shorter boot times and you will be able to easily run several programs at the same time (memory permitting), thus increasing your productivity.

As a guideline for buying a hard drive, you should always buy the largest one you can afford, even if you believe that you will never use all the space it offers. I thought so too once, but now I am struggling with over 2Gb of hard drive space!

SO, TELL ME ABOUT THIS NET BUSINESS THEN...

Could you please answer my following questions if possible.

1. This new software from HiSoft (Termite TCP); can you surf the WWW using it?

2. Is the Internet the same as the WWW? If not, what exactly is the difference?

3. Is my current set-up any good for getting on the internet/WWW?

4. How do you know what your date number is?

5. If my set-up is not good enough, would it be if I bought extra RAM? I could either buy 2Mb RAM for my HD, or the megachip RAM from Power Computing (either 1Mb or 2Mb). Which option would you go for?

6. Can I use GP with my modem? If not, what can I use?

7. Do you know what the X-Files WWW address is please?

H. Jenkins
Neath

1. Yes. It's a TCP/IP stack especially designed to allow Amiga computers to connect to the Internet. Other packages are available, such as AmiTCP and Miami. All require you to have an account with a dial-up Internet provider and a modem.

2. The World Wide Web makes use of the Internet, as does E-mail, FTP, Telnet and Usenet. Think of the Internet as nothing more than the means to run these applications, because that's exactly what it is.

3. I'm assuming you have an A500 here. I would say that a hard drive, 4Mb of RAM and Kickstart 2 are the bare minimum hardware requirements. And a modem of course!

4. I don't know. What's a date number? It's possible you are referring to the address called the "IP address" which every computer is given when it is connected to the Internet. These addresses are assigned by the Internet Service Provider you sign up with.

5. Extra RAM is absolutely essential and if you want to use a Web browser, you'll also need as much chip RAM as possible – preferably 2Mb.

6. If when you say "GP" do you mean the GPFax software, that depends a great deal on your modem. Best way to find out is to ring a supplier and tell them the make of the modem. They'll know.

7. Yes, hundreds. Try these to start with:

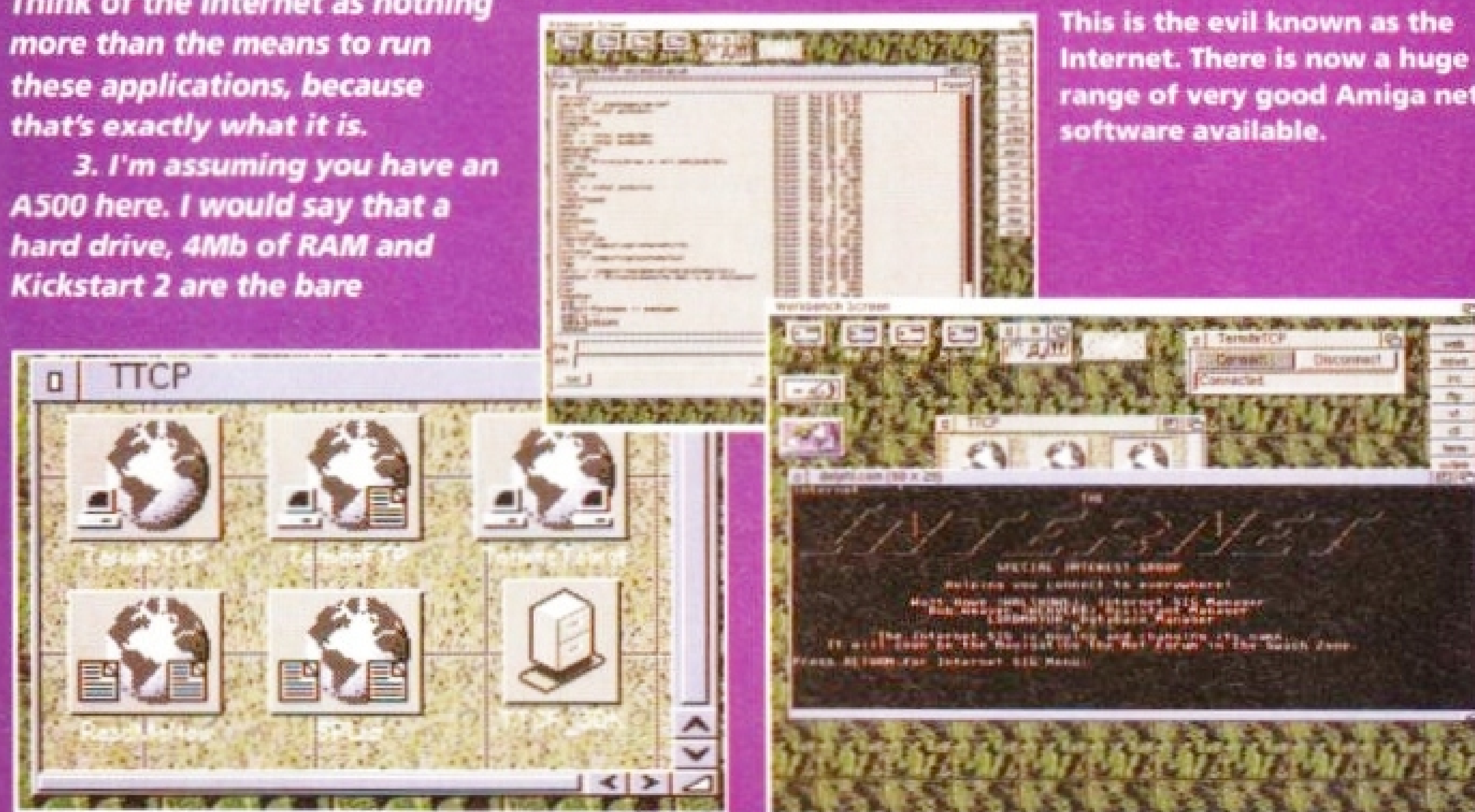
http://www.geocities.com/Hollywood/2838/

http://aea16.k12.ia.us/ricke/netpickhome.html

http://web2.airmail.net/brk/x-files/

http://www.geocities.com/TimesSquare/2981/xfiles.html

http://niweb.com/dnet/nixfiles/

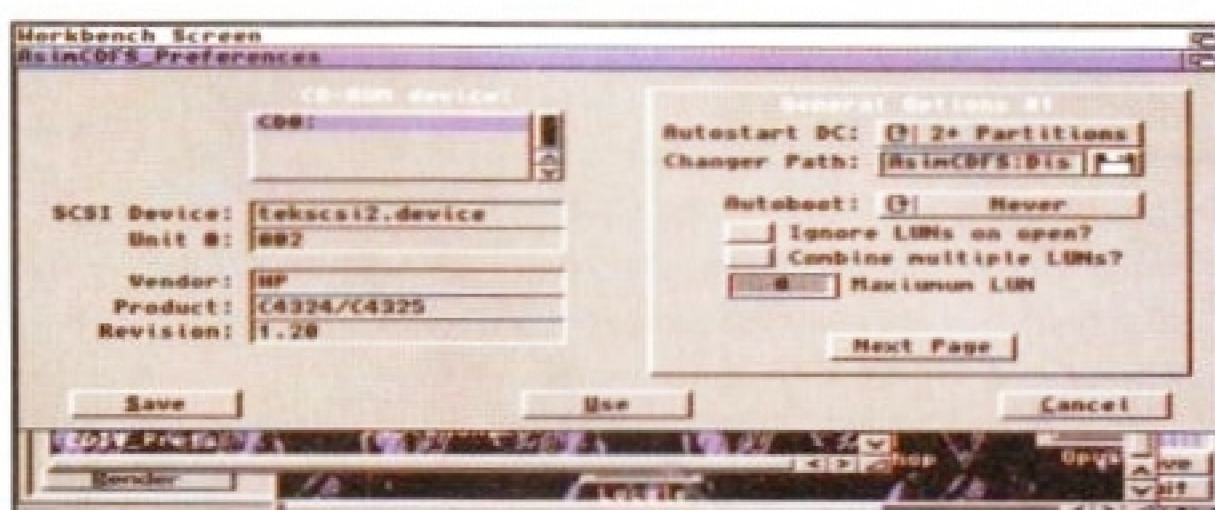


This is the evil known as the Internet. There is now a huge range of very good Amiga net software available.

Even with Show>All files the window remains empty and nothing shows up on any of the file management programs which I have: *Browser, GUIARC, DMII* etc.

How do I access the images on the disk; I have even tried *AmiCDfile* system, but to no avail. I would very much like to view the images or use them in *Image Studio.*

M. Harvey
Southwold



AsimCDFS is without doubt the best CD filing system for the Amiga, bar none.

Apple Mac CD-ROMs aren't always stored in exactly the same format as Amiga and PC CD-ROMs. You'll need a CD-ROM file system which is specifically designed to read Mac format disks.

I have used AmiCD-ROM *with good results (available from Aminet) and Blittersoft (01908 261466) sell a commercial system worth considering.*

GRAPHICS NETWORK

I work at Microprose as an animator where I use big PCs and an SGI.

However, for all the *fun* stuff I use my trusty Amiga. As I am just about the only person still using Amigas around here, I have access to quite a few of them.

The unfortunate thing is I don't know how to link them and no one else around here seems to know either. I'm writing to you since I recently read your articles on networking. I would be appreciative if you would tell me the best ways:

Continued overleaf ➡

COLOUR IT!

I am not familiar with the workings of computers and although my A500+ works fine for school work, I have come across a problem.

I am trying to obtain a colour printer that would be compatible with my Amiga. I am also looking for a word processing package with a built-in graphics program.

I have been to several computer retailers, but they have told me that the printers they have in stock are not compatible with my computer. When I asked what printers would be, they could not help me. I then tried another Amiga retailer, advertised in your magazine, but they confused me further by telling me that *any* printer would work.

It would be very kind if you would advise me as to which printers are compatible and where they can be obtained. If you have any recommendations for both the printer and the package, this would be of great help and I would be most grateful. I hope you are able to shed some light on my problem.

Wendy Proctor
Wembley Park



***Final Writer* doesn't include a paint package, but you can import IFF graphics.**

I can't think of any word processors with fully-fledged integral paint packages on the Amiga: the Amiga's unique multitasking capabilities mean that it's often easier to use two separate programs and keep them running at the same time.

If you want to include graphics in your documents, then get* Final Writer *or* Wordworth *– both are superb programs which offer excellent support for graphics. Sadly, your A500+ may not quite be up to the task and so, if you see a second-hand A1200 going cheap, snap it up.

The Amiga retailers are correct, since practically all printers will work with the Amiga. The only ones which I can think of which won't are the cheaper laser printers which rely on a specific PC Windows driver to save money.

Basically, you won't have any problems getting a colour printer to work and Epson, Canon and HP ones are all supported; especially by page publishers such as* Final Writer *and* Wordworth. *The Amiga retailers will also be able to inform you as to which printer driver you should use.

THE ART OF VIEWING CLIP ART

I bought some scalable clip art (*.CGM type) from Digita with my purchase of Wordworth 5. I have been looking on the Aminet CDs for a program which would allow me to view individual items of this clipart, or, better still, browse the whole contents of a drawer.

Frustratingly, although there are many viewers which support a wide variety of image types, none seem to support the *.CGM type. Please could you tell me a bit more about this format? Do you know of a viewer which supports this type?

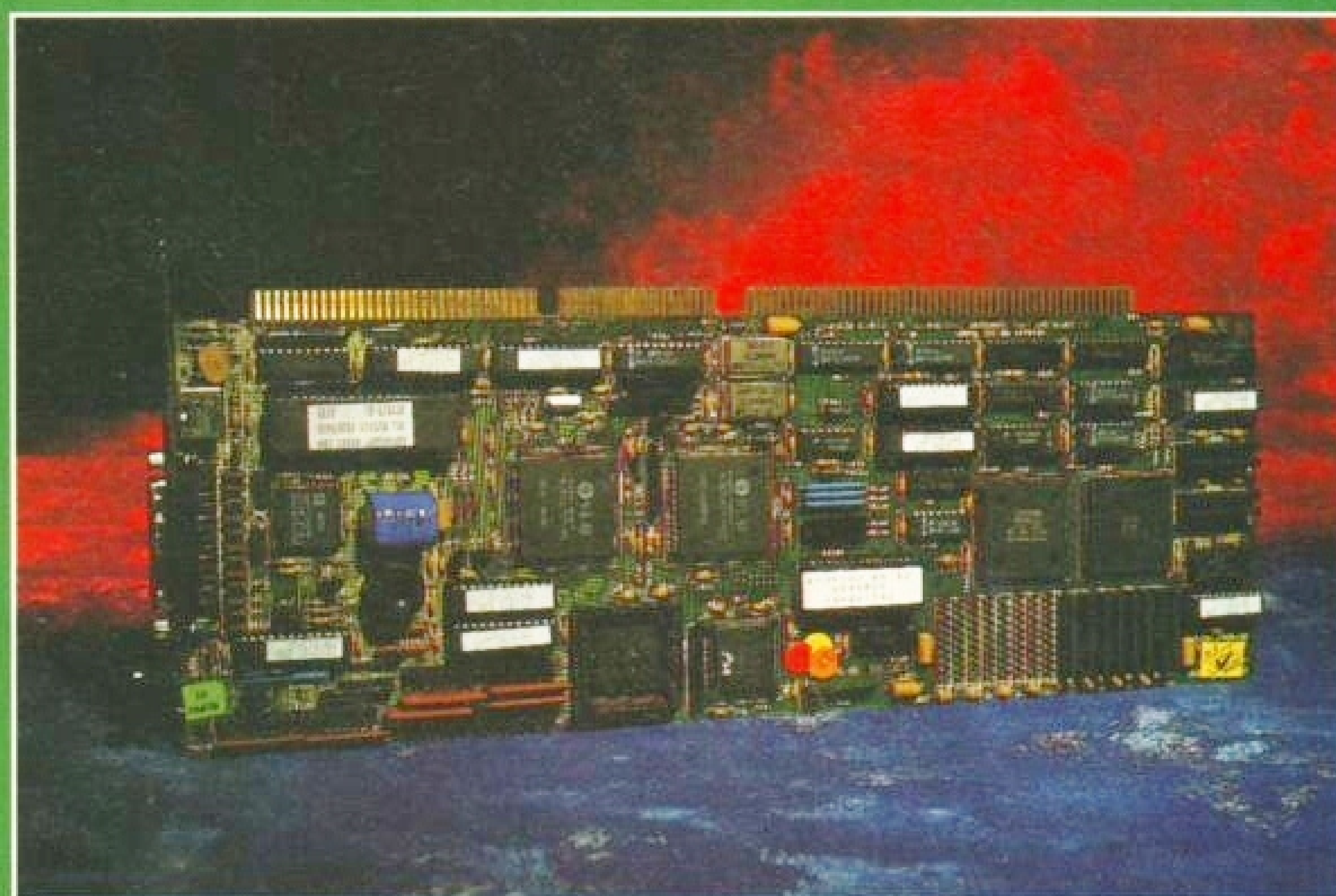
I have supplemented my original purchase of this type of clipart by buying a PC CD disk called GSP 5000 Pictures Designer Clipart on CD-ROM. This product, which works perfectly on my A1200, Power CD drive and Wordworth, comes with a booklet of all the *.CGM clipart on the disk, although this doesn't resolve my problem for the Digita clipart!

Robert D. Lake
Attleborough

CGM stands for "Computer Graphic Metafile" format. It was designed to make it easy to exchange graphic files between different platforms. It is mostly a PC thing, and packages such as WordPerfect and Lotus support it.

Various platforms, such as MS-DOS, OS/2, Unix and VMS, also have drivers available. CGM files exist in binary and plain text formats. It describes an image in terms of the various shapes which make it up and includes commands for polygons, ellipses, lines and so on.

Sadly, I couldn't find any viewers for the format either. I guess your only hope is to run a PC emulator, such as PCTask and use some MS-DOS utilities.



This piece of history is a very early hardware based PC emulator, which would enable your Amiga to emulate a super-advanced 286 PC. Cor Blimey.

1. To link two A1200s, or an A1200 to an A4000 to simply transfer files.

2. How I can "render farm" on more than one machine. What software will this require and where I can get it from?

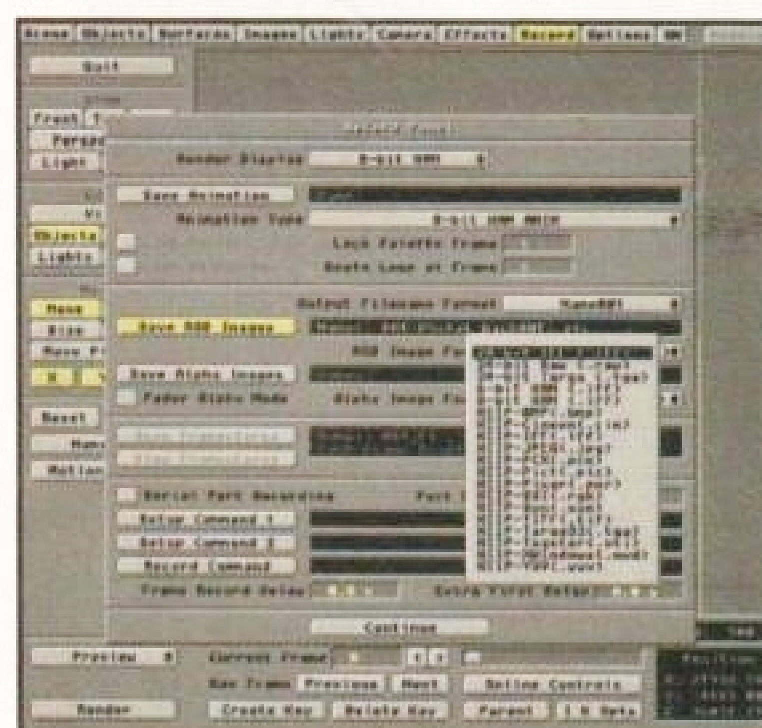
Erol Kenti
Chipping Sodbury

*1. To do nothing more than transfer files, the easiest thing to do is use a Null Modem cable and a comms program (*NComm, Term*) to transmit files using Zmodem. It's slightly more flash to use a Parnet system since this will allow you to share access to the drives present in each machine.*

The software is free, but you'll need a special parallel port cable made up. Both these solutions will work on the A1200 and A4000.

2. A render farm is a bit trickier. Only Lightwave *supports it as standard and, as far as I know, it requires a SANA-2 compliant network. There are SANA-2 parallel port drivers available on Aminet, but I've never tried them with* Lightwave. Lightwave *expects fast, Ethernet speed access and trying to get hold of an Ethernet card for an A1200 is not easy.*

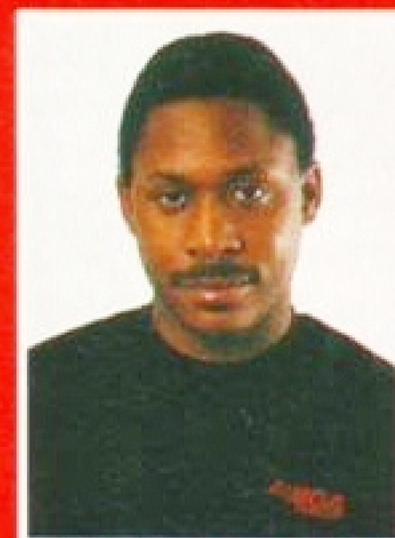
Perhaps the simplest solution would be to use a Parnet system and a program such as Imagine. *Open up the same project on both machines and get one system rendering the odd frames and the other rendering the even frames.*



MMMmmmm. *Lightwave*. Render farms. MMmmmmm.

IF YOU HAVE A QUERY...

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved).
Here are a few tips on sending in questions:



Graeme Sandiford

- **Be concise.**
- **Detail the problem as best as you can.**
- **Describe the events that caused the problem.**
- **Give full details of your equipment.**
- **Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.**

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

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○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

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○ 1.2 ○ 1.3 ○ 1.3.2
○ 2.04/2.05 ○ 2.1 ○ 3.0

____

Extra drive #2 (3.5in/5.25in) as DF: manufacturer:

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Hard disk: ________ **Mb as DH** ________

Manufacturer: ____________

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____

Details of other hardware:

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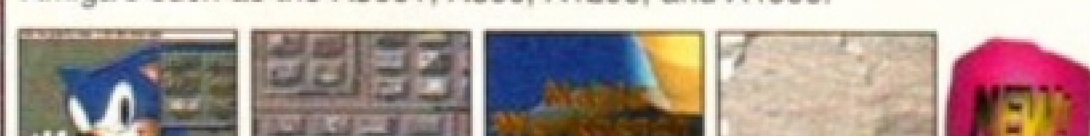


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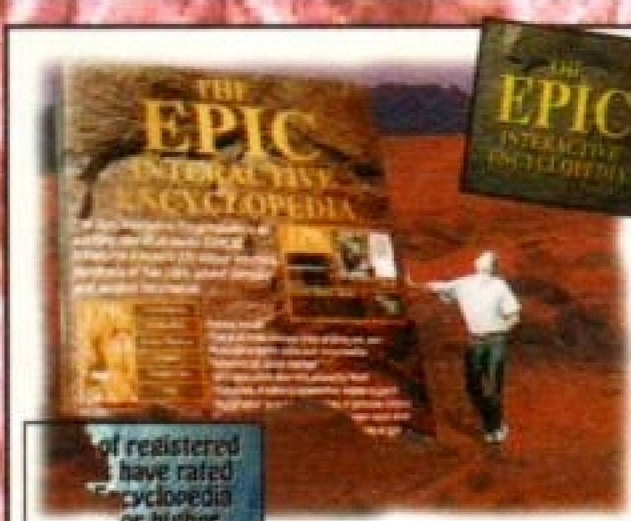
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NO. OF PICTURES	1500+	?	1300
MADE IN THE	UK	USA	USA/UK
AGA INTERFACE	✓	✗	✗
UPGRADABLE	✓	✗	✗
NO. OF SAMPLES	100's	?	163
SEARCH MODES	NORMAL/DEEP	NORMAL	NORMAL
FILMCLIPS	✓	✗	✗
SUPPORTED	✓	✗	✗

* Many features are not present in the 1mb & 2mb versions.
* The free updater disk is only compatible with the 4mb version.

THE EPIC INTERACTIVE ENCYCLOPEDIA CD-ROM

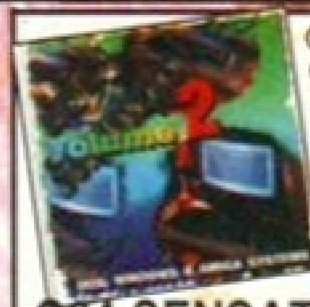
This inavative new CD-ROM contains over 250 Klondike card sets for any AGA based Amiga. It also includes the latest version of Klondike AGA. If you love playing cards get a copy of this CD now.

CARD GAMES NEW (CD231 £14.99)



Aminet 15(December'96) contains over 600mb of the very latest Amiga software, including games, demos, animations, music, tools, comms, patches, etc. Available for £12.99 or £10.99 when you

AMINET 15 (CD238) £12.99



Contains around 7,000 old Commodore64 megademo's, Thousands of classic C64 sid tunes that sound exactly like the real thing, C64 pictures, C64 information and C64 emulators. Great fun!

C64 SENSATIONS 2 (CD223) £19.99



This CD was rated 95% in AF, it features all the tools and information, specifications etc, needed to produce and develop Amiga software. Includes the latest versions of the installer, CD pressing software, CDXL

DEVELOPERS CD v1.1 (CD228) £14.99

Zoom 2 includes the very latest sofware upto April'96. It includes the very latest games, demos and utilities. It also includes over 100 new klondike cards, The complete Active Pro pack, over 50 disks of samples, 25mb of Magic Workbench and a special "programmers" section.

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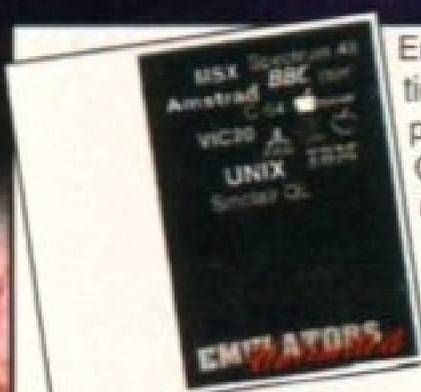
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And that's a promise



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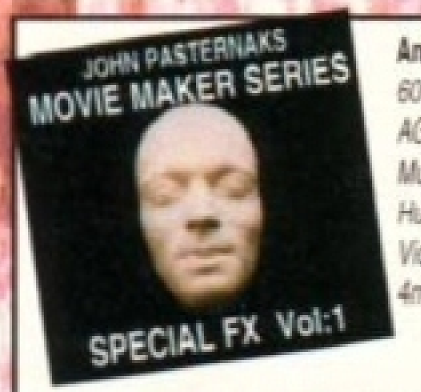
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Includes full Licenced versions of BEATBOX and PLAY'n'RAVE 2

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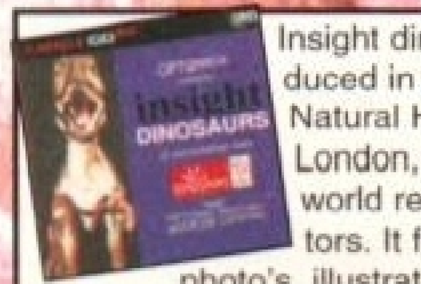


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Rated 94%

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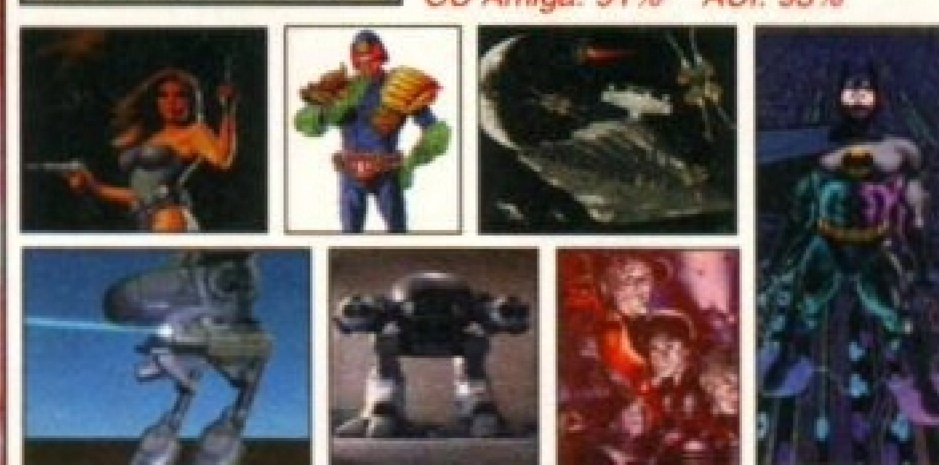


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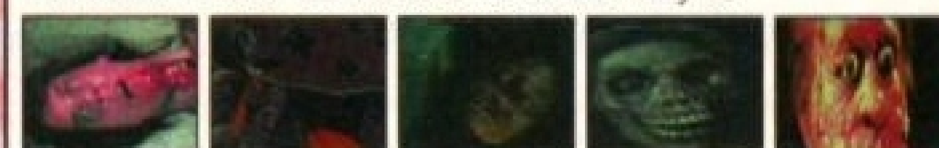
CU Amiga: 91% AUI: 93%



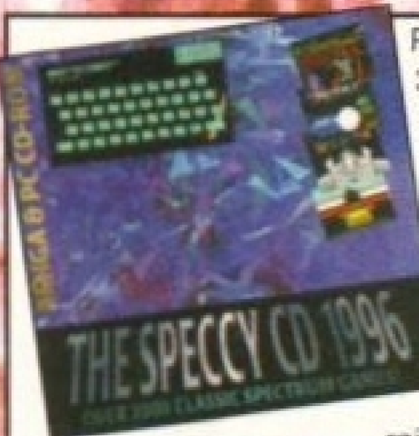
SCI-FI SENSATION v2 DOUBLE CD (CD118) £19.99



If your into Horror then this original CD ROM will please you no end. It contains Thousands of grusome images, tons of gory animations. Bloody games. Spine tingling horror type sounds, Horror stories, Pictures & animations from tons of horror films and heaps of *real-life* blood`n`guts. *This should have been called SICK Sensation... AUI May'96*



HORROR SENSATION NEW (CD144) £19.99



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New Version!.. now also includes: Workbench games, lottery predictors, Hundreds of bad jokes and more.

Rated: AF GOLD 95% - CUAMIGA 91% - AUI Over 90% - AC over 90%

THE SPECCY CD 1996 V1.1 (CD119) £17.99



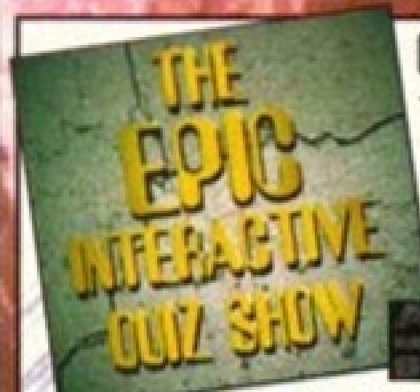
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Available late Dec'96*

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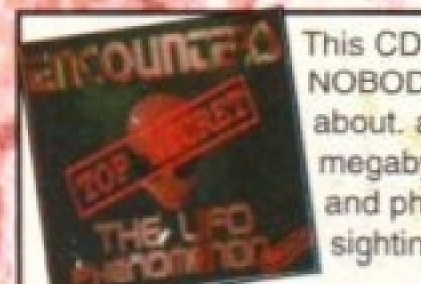
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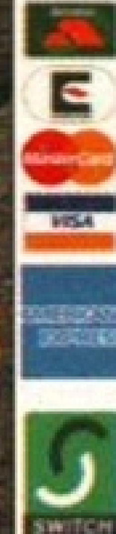
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Amiga.net

Getting the ball in the net...

After shamelessly and self-indulgently devoting the whole of last month's Amiga.net to one of his favourite subjects, Darren Irvine uses this one to cover something he knows very little about – sport.

This month sees another Amiga.net attempt to exhaustively cover the sites available on the Net dealing with a particular specialist subject – in this case, sport. I've tried to pick a few major sites that have excellent links to other sporting resources on the Net.

I'll get started, predictably, then with a couple of sites dedicated to football, or as Americans seem to insist on us calling it, "soccer". CarlingNet is, as you will almost certainly have guessed from the name, the official site of the Carling Premiership and it provides a fairly comprehensive guide to each of the 20 teams involved in the top league. There's some news, along with details of each team's recent results, including a full game report – these reports are pretty in-depth and many of them are accompanied by press-style game photographs.

The news section includes information on player transfers and the like, and there are also, of course, the obligatory team photos for each of the 20 teams. There are also previews of up-coming fixtures and opportunities to purchase Carling merchandise, although I didn't see much mention of any actual beer. If you're interested in what Carling have to offer (I mean *apart* from the beer), then the URL you need to check out is:

http://www.carling-fa.com

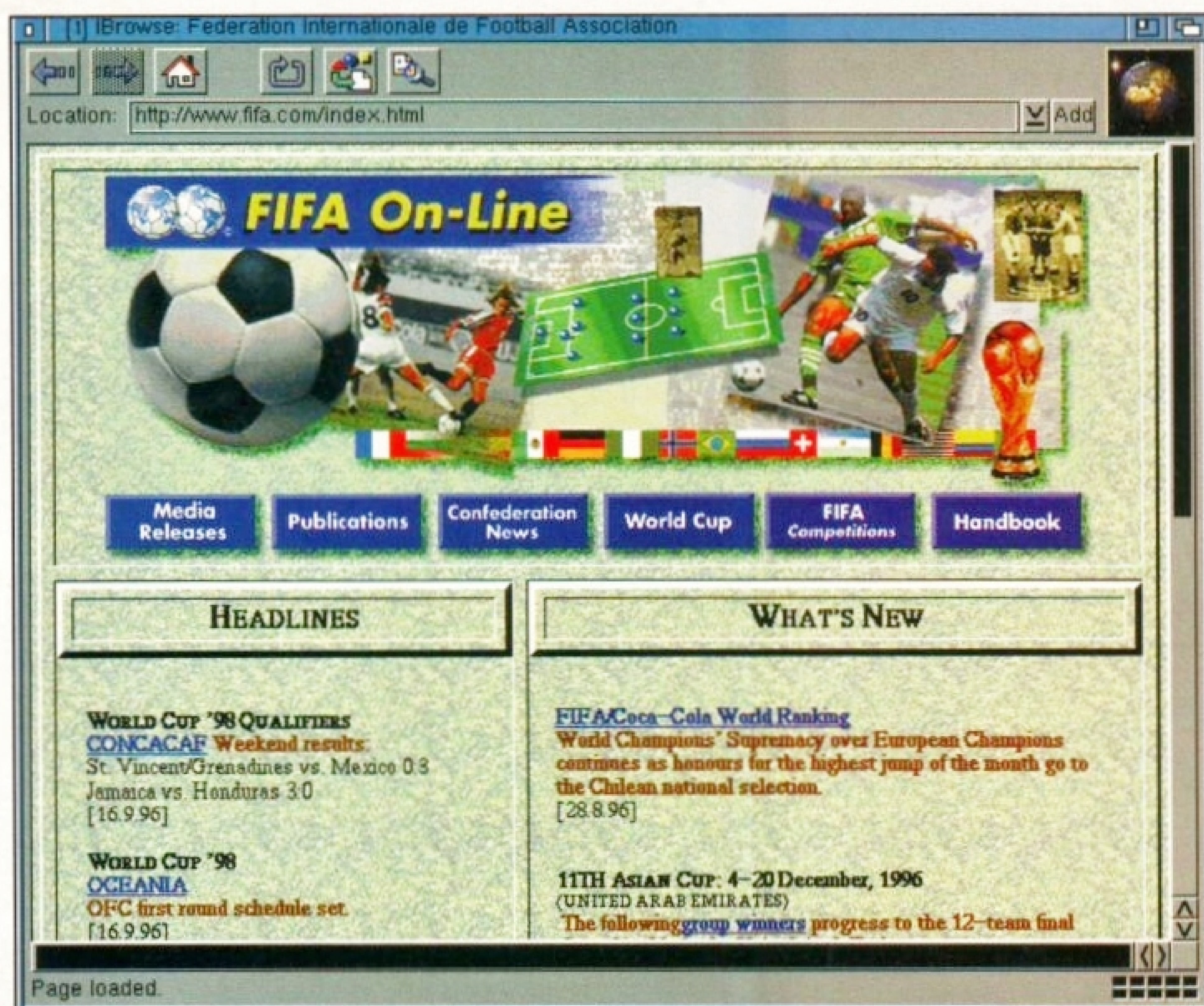
Taking a step or two up from the Carling Premiership in terms of importance in world football is the homepage belonging to football's overall governing body, FIFA.

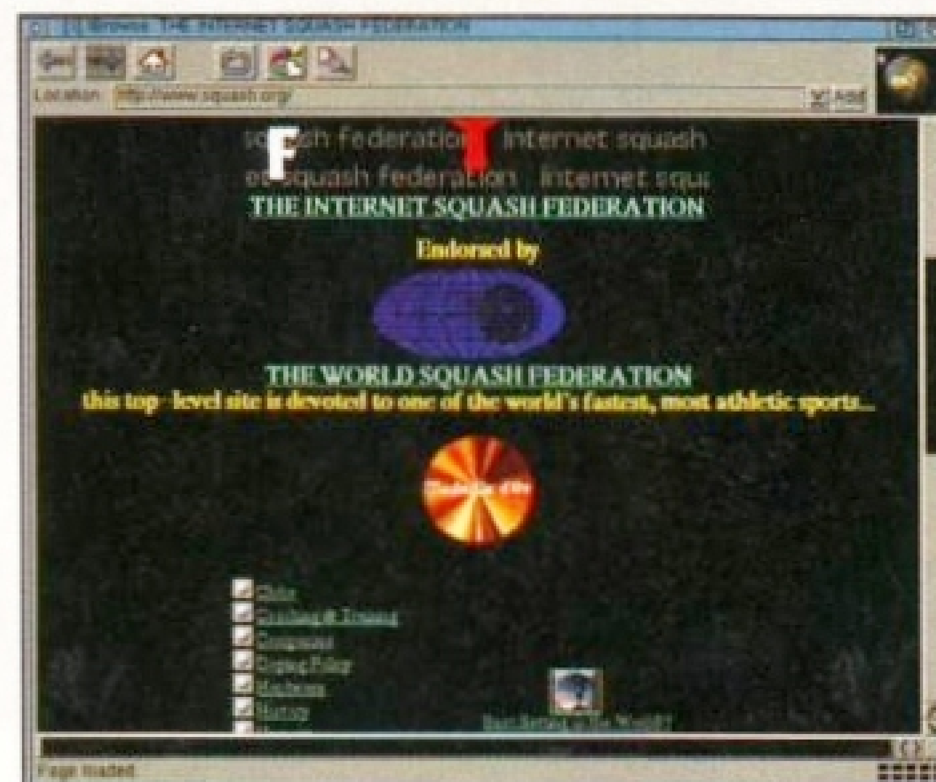


If basketball is your thing, then you would be well advised to check out the extremely professionally-produced NBA homepage.



If you're interested in Premier League football, then you'll not want to miss the official homepage.


For a wide range of information about football (or "soccer" as the Americans insist on calling it) worldwide, you could do a lot worse than check out FIFA's homepage.


The Internet Squash Federation is the site to choose if you need information about any aspect of the sport.


This site doesn't look like much at first, but has a fantastic range of links to Rally-related pages.

This is a very professional-looking site, that (presuming that you can be bothered with the lengthy download times involved with any graphics-intensive site) is very pleasing on the eye. As well as being packed with pictures (which I'm pleased to say *IBrowse* only choked on once or twice) the site is also extremely data-intensive – virtually every aspect of international football is covered to some extent or another. There is a comprehensive international results service, along with a run-down of the current World Cup qualifying sessions.

Also included on the page is an HTML version of the FIFA official handbook, detailing the entire official rules of the game – great for insomniacs, I would think. Anyway, if you think that you would be interested, check the site out at:

http://www.fifa.com

NETBALL FOR BOYS

Now for something completely different, although, again, something I know almost nothing about (regular readers of Amiga.net will know that this has never stopped me writing about a subject before and it certainly isn't going to stop me now). Basketball. I thought it was the same as girlie Netball but played by tall americans, but apparently there's slightly more to it than that.

Even if you are only half interested in the sport, it's definitely worth checking out anyway just to have a look at the extremely professionally produced homepages belonging to the NBA. The site is packed full of information about all the teams and has regularly updated interviews with key players in the league. There is also information about Basketball worldwide – rare for an american site to remember that the rest of the world even exists. The URL that you need is:

http://www.nba.com


The colours on this page seemed a bit messed up when viewed with *IBrowse*, but the site itself is great for fans of the World Superbike race series.

SQUASH

OK, so here's something that I know quite a bit about – squash. Well, of course, I'm grossly exaggerating, but I do actually play this game so there is a tenuous link. The Internet Squash Federation's homepage isn't the most visually stunning site, but if you are remotely interested in squash, either as a player or a fan, then it's unmissable.

There's a huge amount of information on this site – it would take an age to get through all of it even if you stuck to the local pages and didn't venture out along any of the staggering range of squash-related links that is provided here. There's quite a lot of serious stuff like a complete detailing of the full rules of Squash and full worldwide player ranking information.

There are also a number of more light-hearted sections, such as a squash-humour page and an area dedicated to the TV coverage (or lack of it) of the game.

The site is closely affiliated with the International Squash Federation itself, hence the "org" part of the URL:

http://www.squash.org

I'll end with a couple of motorsport sites – all that running around with rackets and nets and balls is all very well, but sometimes you can't beat the feeling of having a huge, throbbing engine between your legs (oh wait, maybe that's just me...). Anyway, if you're interested in bike racing, you will probably want to check out the homepages of the organisers of the World Superbike Race series.

As well as information on the results of the most recent race and information on how each rider and team has been doing so far in the season, there is quite a bit of background information available. There are also a number of useful links to other bike racing sites. The URL required in this case is:

http://www.superbike.it

If you don't like the idea of hugely overpowered, two-wheeled vehicles hurtling round a track with dangerous-looking crashes every few minutes, then you might prefer the concept of hugely overpowered, four-wheeled vehicles hurtling down forest tracks, with dangerous-looking crashes every few minutes. Yes – rallying is also well catered for on the Net, with this URL providing a great starting point:

http://www.scarlet.rdg.ac.uk/msport/rallying_world.html

There's not actually that much on this site itself, but what makes it great is that there's an absolutely staggering number of links to just about every useful Rally-related site on the Net.

After the last few subject-specials, there may be a return to the more usual Amiga.net format next month. It's been some time since I've offered my opinions on something actually related to the Amiga, or slagged someone off for saying something that I disagreed with. Then again, I might do a special on basket weaving – you just never know.



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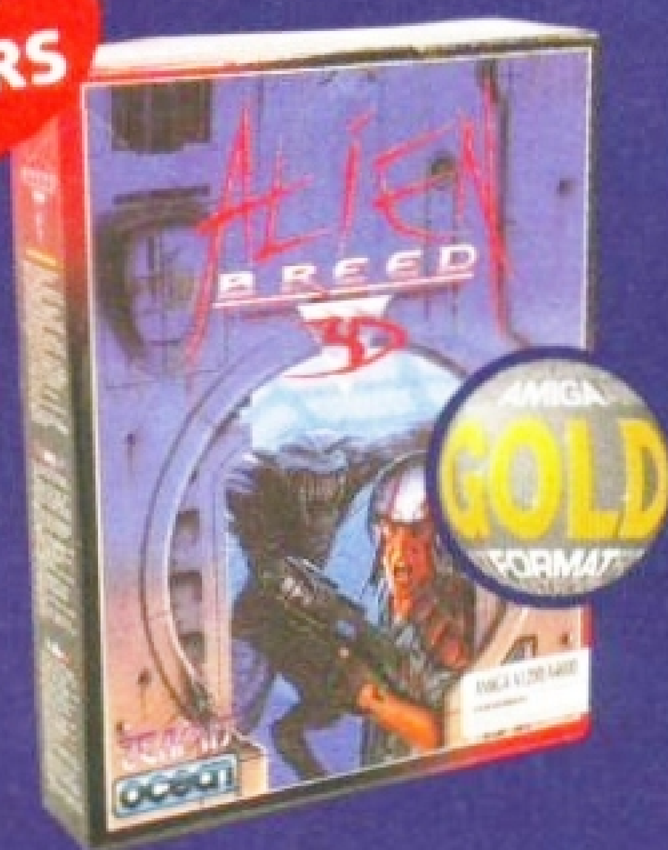
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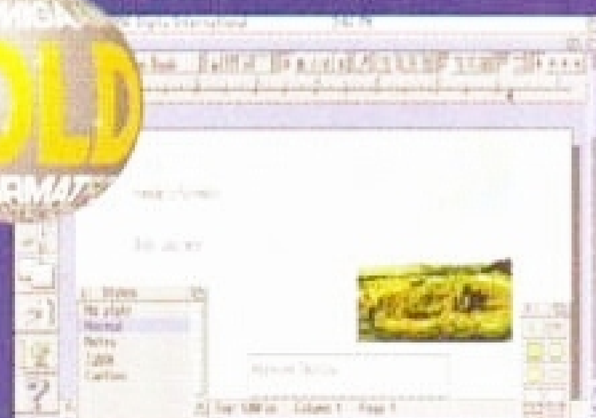
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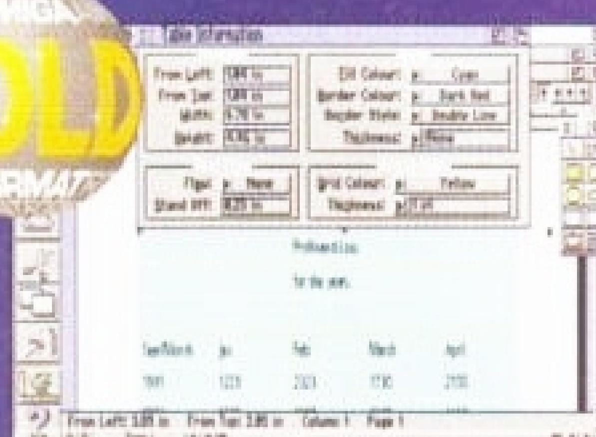
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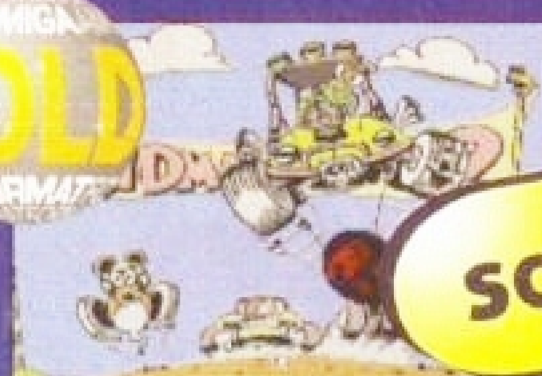
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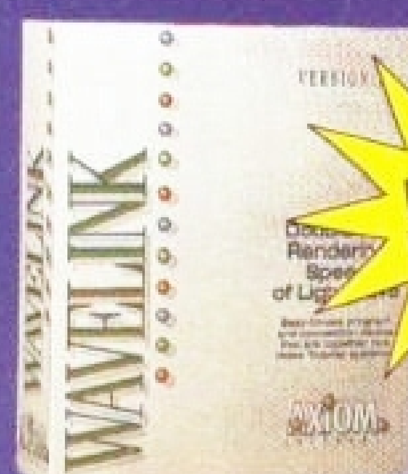
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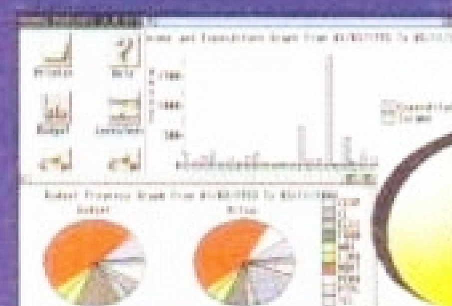
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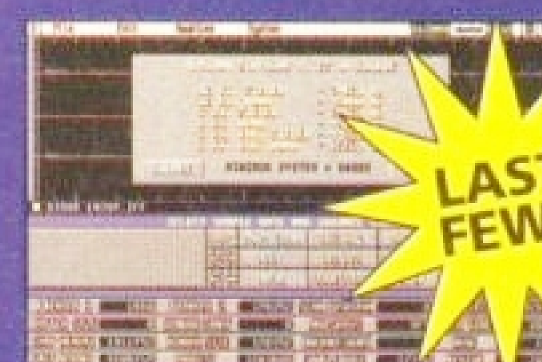
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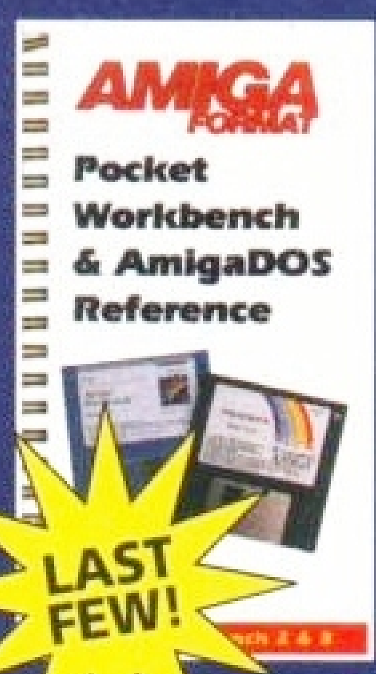
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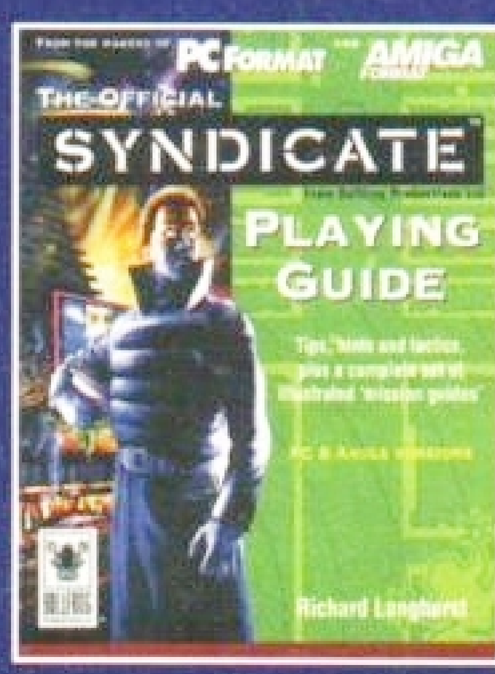


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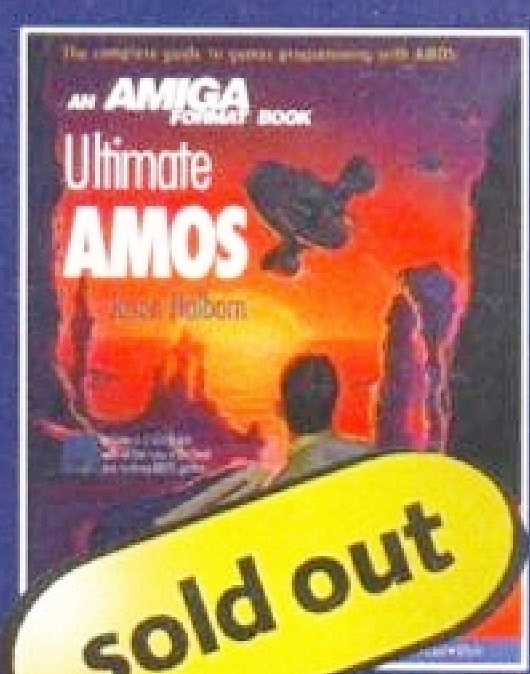
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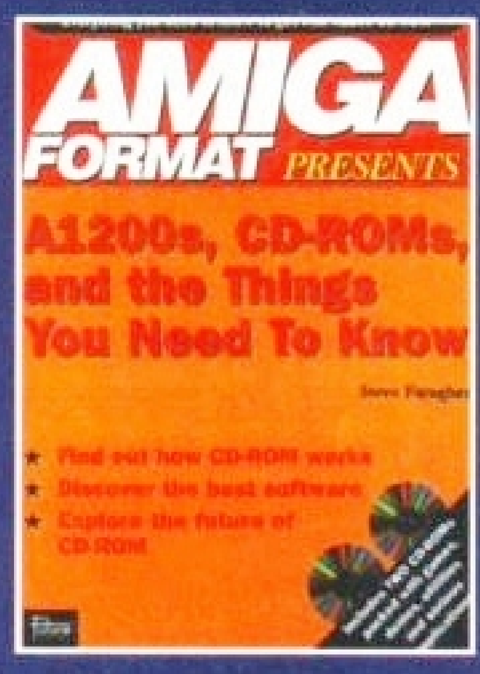
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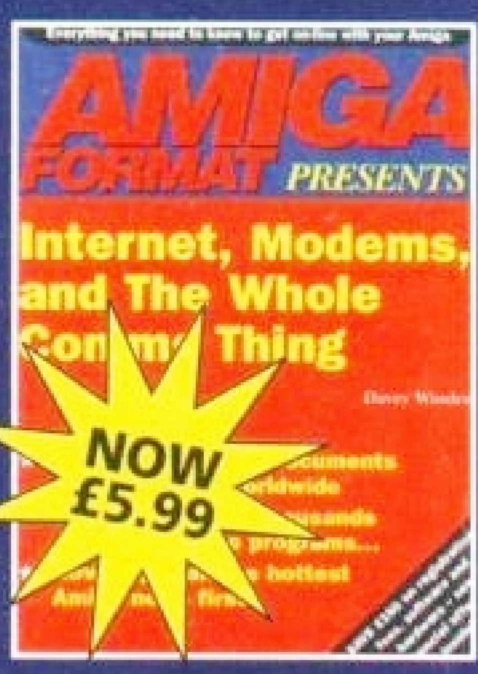
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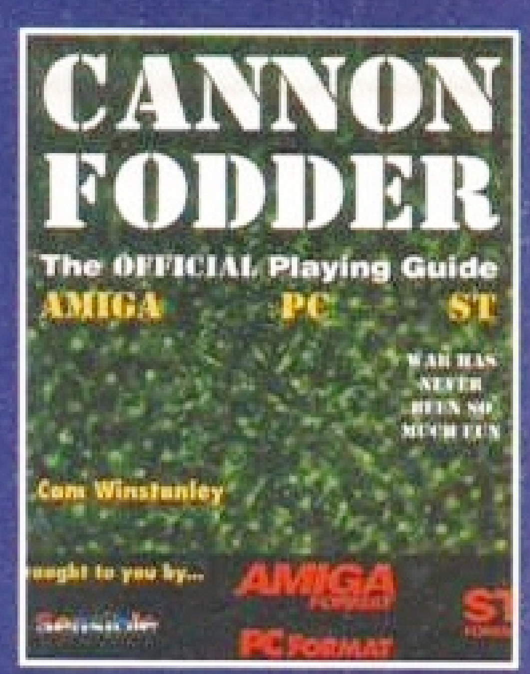
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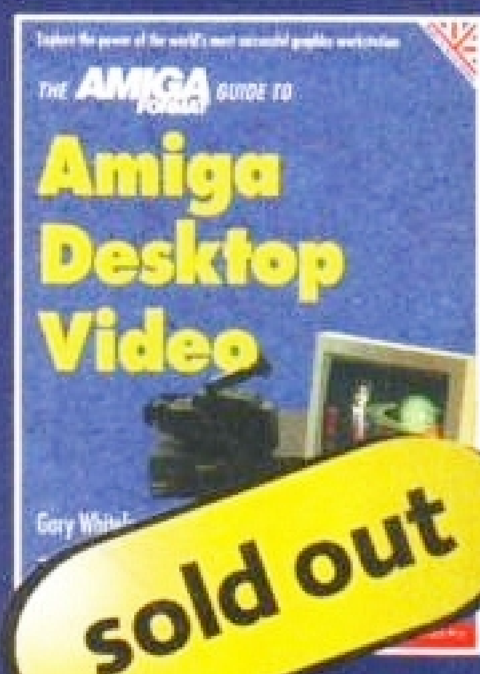
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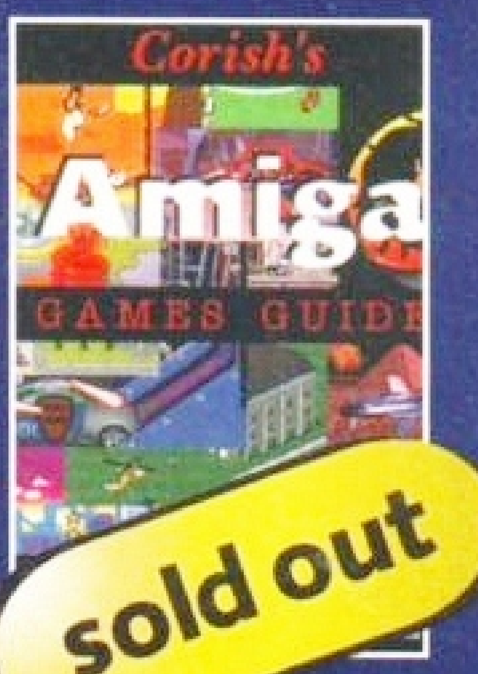
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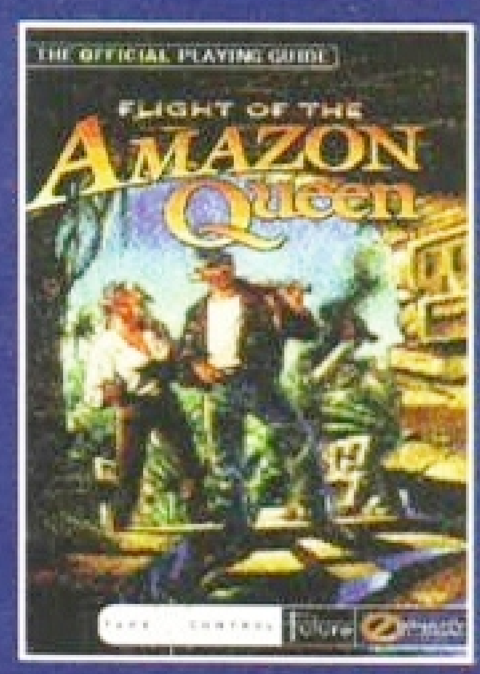
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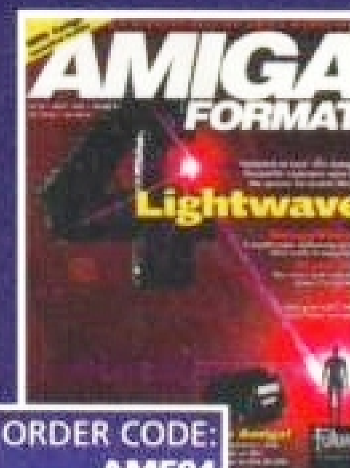
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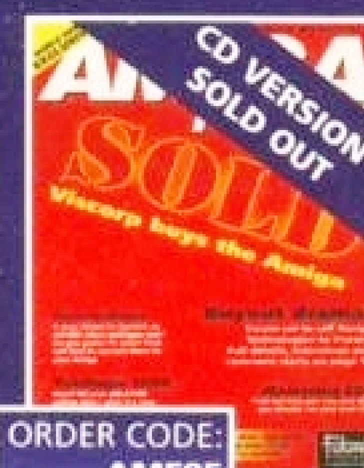
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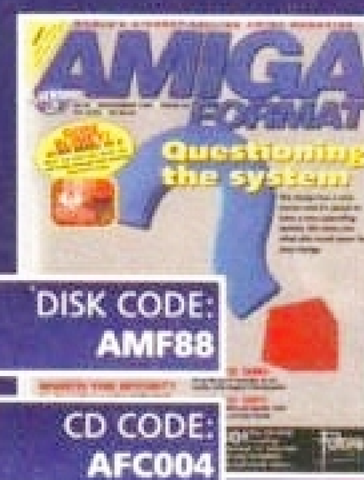
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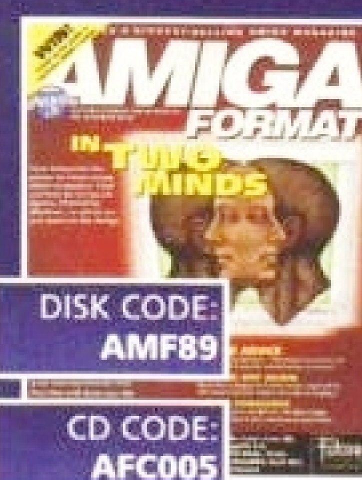
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AF CREATIVE

As I'm sure most of you will know by now, simply having a decent Amiga and some top software isn't always enough. As software becomes more and more complex, or at least, gains more and more features, you really have to have used it for a long time before you can consider yourself competent

Nick Veitch

The driving force of these pages is a desire to help you learn how to use the software you already have more efficiently, and hopefully in ways that you wouldn't previously have considered. We have run many tutorials in *Amiga Format* over the years, covering everything from ARexx and *Blitz Basic*, *Final Writer*, *OctaMED*, *DPaint* – well, just about every application you can imagine really. We've had series on paint packages, desktop publishing – the list is almost endless. We have done this for a simple reason – it is our mission to not only help you decide what to buy, but also to help you make the most of what you've got. If you have any ideas about what you would like to see in our tutorials, or even suggestions for a complete new series, please write in and let me know. In the meantime, I hope you find what we have informative and useful.

SEND IT IN!

We need your input. Is there something that you would like to see covered in one of the current tutorial series? Nothing is ever set in stone around here, so why not send your suggestion to us at the magazine. Here are some things that you might like to think about:

AREXX
Commodore's excellent decision to include ARexx with Workbench was only matched by their stupidity in not documenting it properly. If you are having trouble with a particular script or application you are writing, why not write to us with a description of what you are trying to do?

PAINT PACKAGES
Unsure of how to get a particular effect? Do you think there must be an easier way? Our experts could help.

REAL 3D2
Is their some basic model you would like to create but don't know how to? Mr. Sandiford is master of the splines, so drop us a line.

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CHAPTER THREE

Moving Pictures

It's Bath Time

A bit of movement makes things a lot more interesting. Chapter Three of our giant multimedia tutorial finds Ben Vost behind the camera shouting "Action!"

HANDY SOFTWARE

TAKE TWO – Rombo

This product is a god send to animators using the Amiga to transfer their work to computer. The animator can draw the cels on traditional animator's paper, place the cels on the provided pegboard, grab them, and create a frame list/storyboard on the machine. Unfortunately, you can't buy this product any more since Rombo went into liquidation, so getting hold of it will prove difficult.

MAIN ACTOR/MAIN ACTOR BROADCAST – Blittersoft 01908 261466

These two products will take frames and compile them into an animation. MAB can actually be used to add effects like starfields and scrolling text to animations for extra impact, but they are both mainly used for creating animations that can have palette changes every frame. Both programs also have a limited ability to add sound to an animation by placing IFF samples at particular frames, however, the sounds aren't saved with the animation which might cause portability problems, particularly because the sound file cannot be easily edited since it is a binary file.



CONTENTS

While we're still in gathering mode, collecting and collating different types of data for our multimedia production, I expect we should take a look at video capture and animation.

Again, this particular aspect of your production can be quite hardware-dependant. If you don't have a video camera, you'll find it hard to get video clips into your Amiga, even more so if you don't have some sort of video digitiser. So, unless you already have the necessary equipment, this could be quite an expensive episode for you.

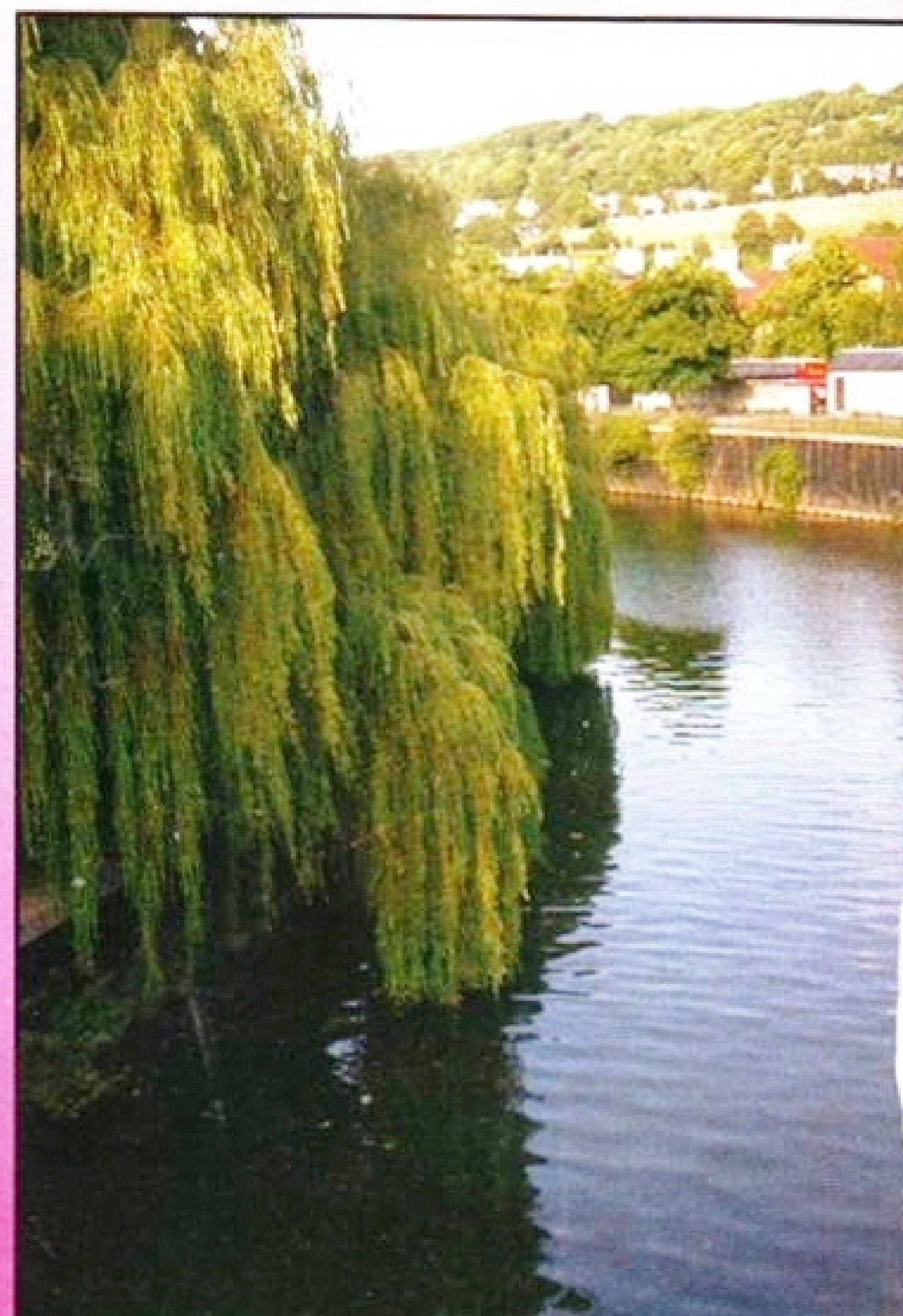
There is a small variety of video grabbers available for the Amiga these days. Of these, there are two that can grab video fast enough for animation work, namely, VideoMaster AGA and VLabMotion. These two are at opposite ends of the quality and cost spectrum. VideoMaster can grab in 16 shades of grey, about twelve times a second and VLabMotion is able to stream video at a full 25 frames per second in 24-bit glory. VideoMaster only costs about £100 while VLabMotion runs to more than a grand if you include the cost of hard drives and the Toccata card for audio. There is a third alternative which is the original VLab card – available in standard composite and Y/C versions which, together with an infra red controller called IFR, can be used to grab sections from videotape, but without sound and it probably won't work from your camcorder since it requires an infra-red port.

SLOTTING IT IN

Actually incorporating animation and video clips into your work can be quite hard on an Amiga. Most of the time you'll find it easier to just run the animation full screen, but the problem with that is that it gives no cues as to what is supposed to happen next.

The best solution is to have animations playing in a window on your main screen, with whatever other elements you have on that screen side by side with the animation. That way you can also include playback buttons for your animation element and allow your users to move back and forth through it (or at least play it again).

This isn't possible in a straightforward package like *Scala*, no matter what version you are using and *ImageVision* allows for it only partially. But *CanDo* comes into its own on this front as long as you can restrict the palette of your animation (more palette work, eh? Does it never end?). *CanDo* can provide you with a solid working



A nice restful scene like this looks OK when it's a still, but much nicer when it's moving.







Here's the first attempt at the multimedia interface. The brushed aluminium doesn't really sit well with the stateliness of Bath so it will be changed. The most important thing here is, of course, the greyscale animation of the buskers.

interface that, thanks to the fact that it uses BrushAnims, can also include a window with an animation. However, a limitation with this is that *CanDo* won't spool animations from disk, it always loads them into a buffer before playback which can cause awkward pauses and your users hitting various buttons because they think they have done something wrong.

THE FORGOTTEN FORMAT

It's a shame really. There is actually an animation format ideally suited to this kind of application. Before Quicktime, before Video for Windows there was a combined video and audio animation format that worked called CDXL. CDXL provided us with the stunning intro to *Alien Breed Tower Assault*, the animation we put on *AFCD4*, and was also the only way the Microcosm intro could be shown. But CDXL is an almost forgotten format. Everyone is so concerned with trying to make sure that they can play back QuickTimes and AVIs on their Amigas, CDXL has been left behind. It's not really surprising since it isn't exactly easy to create CDXL animations, especially not with sound since a) you need to be either a registered Native Developer, or b) you need to have bought the *Amiga Developer* CD. Even if you have fulfiled one or both of those conditions, you still have to work out exactly how to go about creating CDXL animations, not an easy task since the software is shell-based and particularly basic. Now that the *Amiga Developer* CD is readily available to everyone, hopefully it won't be too long before someone creates a user-friendly front end for making CDXL animations, but other applications still need to be changed to support it too.

Incorporating the new videotape into programs will have to wait for another month and next month, we will take a look at the other major component of any multimedia production – the sound.

PAR – Premier Vision 0171 721 7050
The king of digital video recorders the PAR will set you back a whopping £2,000 if bought with appropriate hard drive and grabbing card – and that doesn't even include sound. Incorporating PAR footage in your production might prove difficult since it takes over the entire screen, but its comprehensive ARexx implementation should smooth the way.

PROGRAB MOTION – Harwoods 01773 863781
A product that hasn't yet hit the shelves, but sounds as though it would be ideal for our purposes is ProGrab Motion, from the people who brought you ProGrab. This little box apparently won't cost much more than the original ProGrab but it will be able to grab 256-colour images at a staggering rate of 18 per second if the image is at 128x94 and eight per second at 384x283, that's PAL Lo-Res Overscan to you and me. This gizmo gets around VideoMaster's main limitation by being able to grab to hard disk, although the frame rate will suffer a little, and you can use your existing sampler to add sound to your animations. All this news is very pleminary, so it may all change by the time it hits the shelves around Christmas. We're looking forward to receive our one for review...

HANDY HARDWARE

VIDEOMASTER AGA – Eyetech 01642 713185
MicroDeal originally made this frame grabber. Its main shortcoming is that it will only grab video and audio into RAM and it will only play back from RAM. This limits its usefulness when it comes to making long movies unless you have loads of memory.

PROGRABRTPLUS – Harwoods 01773 863781
The current state of the art in low-cost grabbing. The ProGrab is a still frame grabber but can be used as an animation builder at low quality.



Although this picture is very small you can still see the quality of the grabs from ProGrab.

VIDI AMIGA 24 – QL 01506 461917
The old stalwart from Rombo raises its head at a new company which took it over when Rombo folded. Like the ProGrab, the Vidi is designed as a still frame grabber, but isn't being developed further, unlike the ProGrab, which accounts for its lower price.



Vidi is probably the longest lived frame grabber on the Amiga.

VLAB/VLABMOTION – White Knight Technology 01920 822321
VLab – can be pressed into service in conjunction with the IFR gizmo, but VLabMotion is the king when it comes to putting video on your machine. It uses a C Cube motion Jpeg compression chip on the card to ensure that it can not only compress all the data coming into it, but also decompress it on the way out again. For best use of the VLabMotion you'll need a very large hard drive and the Toccata – a 16-bit sampling card – which integrates with the VLabMotion to provide audio for your film clips.



LEVEL DESIGN TUTORIAL

Alien Breed 3D II
THE KILLING GROUNDS

Andy Clitheroe gives a step-by-step guide, showing you how to design a small object using the object editor. This month he'll be concentrating on creating a simple cube.



Alien Breed 3D II is one of the greatest Amiga games of all time. If you're not content with playing the game you can now create your own objects using the object editor.

DESIGNING A VECTOR OBJECT

Each vector object in *Alien Breed 3D II* is made up of one or more smaller objects. These smaller objects are each made up of a number of polygons which are defined as a set of points. For example, a simple cube would require only one of the 'smaller objects' consisting of six polygons defined around eight points.

The following is a simple tutorial to show you how to define a simple object, in this case the cube mentioned above. These simple objects are designed using the ObjEd program. The AnimEditor will be described next month. As both of these programs were written using *Amos Professional 2.0*, if you wish to switch back to Workbench at any time after you have started the program, you can do so by pressing the 'Left Amiga' and 'A' keys simultaneously. Switching back to the program is achieved by the same process. This is true of all the support programs that come with *The Killing Grounds*.

Part 1 – The ObjEd

Double click on the ObjEd icon to run the object editor. The main screen is divided into four sections, three with gridded areas, one without. The three gridded areas are orthographic projections, whereas the fourth area is a perspective view (if you don't understand these terms, don't worry, all will become clear). The top left window shows the view from above. The bottom left window shows the view from in front. The bottom right window shows the view from the left. The top right window is alterable to show the view from any direction.

1 The first step in designing an object is to put in the points. The program starts off in 'add points' mode – it should say this in the bottom left corner of the perspective window. You can change back to the add points mode by pressing the 'a' key or by selecting 'add point' from the mode menu.

Note that because the right mouse button is used to speed up the editing process, holding it down will only access the menu if the mouse cursor is at the top of the screen.

2 Now let's add some points. This is done by clicking the left mouse button in any of the three orthographic projections. The coordinates of the point will be those shown in the bottom right of the perspective window. As we are desiging a cube, add four points, in a square shape in the overhead view (top left window) at roughly the coords (-32,0,32) (32,0,32) (32,0,-32) (-32,0,-32). These points will appear in the other three windows as well.

3 We want to make a cube, so we need to add another four points either above or below the first four. The easiest way to do this is to move all the existing points and then add the new points where the old ones were. Press 'm' or select 'move point' from the 'mode' menu to change to 'move point' mode. In this mode you can select one or more points and move them around simultaneously.

4 To select a point, click the right mouse button (the nearest point will turn red indicating that it has been selected), now, holding down the shift key, select the remaining points. As we wanted to select all the points it would have been quicker to hold down the right amiga key and press 'a' (a shortcut for 'select all' in the 'edit' menu).

5 The selected points can be moved by holding down the left mouse button (in any of the orthographic projections) and moving the mouse until the points are in the desired position. The coords displayed in the bottom right corner of the perspective window are those of the first point selected. Move the points until the 'y' coord is 64.

Now change back to 'add point' mode by pressing 'a' or selecting 'add point' from the 'mode' menu and click with the left button over the top of the four points in the overhead view. You now have the eight corners of your cube defined. Next comes the complicated bit.

6 In order for *TKG* to run quickly, a few restrictions had to be placed on the design of vector objects. These restrictions are detailed in the boxout, but for now you just need to know about the polygon definition order (see boxout on the next page). To change to 'new polygon' mode press 'p' or

select 'new polygon' from the 'mode' menu. Bearing in mind the restrictions given below, the faces are added to the object by clicking on each of the points of the face in turn, ending with the one you started with. If you make a mistake and click on the wrong point, you can cancel the definition so far by clicking the right mouse button or by changing mode. If you accidentally complete the polygon (missing out a point, or putting an incorrect point in) you can delete it by changing to the 'select face' mode (press 'f' or select it from the menu).

Use the left and right cursor keys to select the face you wish to delete (it will be highlighted in green and drawn solid). Now press 'd' or select 'delete face' from the edit menu. Return to 'new polygon' mode and continue defining the faces as before.

7 Note that you can also use the perspective window for the purpose of defining polygons. The perspective view can be moved around by holding down the 'alt' key and either of the mouse keys while the cursor is over the perspective window.

The mouse buttons have different effects; the right mouse button will show the object as it normally appears when editing, the left mouse button only shows the visible polygons (so if you haven't defined any polygons, the view will turn black).

8 Once you have defined your object, you can view it in its simplest form by pressing 'v'. Click a mouse button to cancel and return to the editor. Now that the object has been defined the textures have to be added. Change to 'select face' mode and select the first face. Now press 't' to add a texture. If you have only just installed the program onto your hard drive, then you'll have to define the directory containing all the textures you wish to use. These should be in the graphics/textures/ drawer where you installed the editing programs. Once you've selected this directory, the editors configuration will be saved to a file in your s: directory.

9 The additional screen that is displayed at the bottom of the editing screen is split into three sections. On the left is the texture (if you wish to design your own textures, see the limitations detailed in the boxout), in the middle is the texture after it has been squashed into the shape of the polygon, and on the right is a list of shortcut texture positions.



Aaargh! A big red blobby thing is attacking me!

10 The position of the texture on the polygon is defined by moving the points on the texture at the left of the screen. Pressing 'a' will make the computer attempt an 'auto-fit' – this tries to squash the polygon shape onto the texture (with varying degrees of success). Each point can be individually moved by moving the mouse pointer over it and holding down the left mouse button.

Pressing the right mouse button while still holding down the left mouse button will return the point to its original position. As you drag the point around, you will see the result on the polygon to the right.

The polygons usually look better if you make the shape of the texture map the same or similar to that of the polygon. To see how much distortion may occur, hold down the 'r' key, this will rotate the polygon, if the texture appears to bend and warp, that is probably what will happen in the game.

11 If you want to use the same texture positions on several polygons you can save them by pressing shift and one of the function keys.

You will be asked to type in a name for this texture definition and the settings will be saved to your s: directory.

You can recall these settings by pressing the corresponding function key.

12 There are other settings available for polygons which are displayed above the texture map area. The first is the polygon brightness. This is a value from 1-100 indicating the brightness of the polygon. To change this, press 'b' and type in the new value. Next is Gouraud shading. This can be toggled on and off by pressing the 'g' key. When Gouraud shading is on, attempts are made to shade the polygon along with adjoining polygons to make them appear smoother.

The next option is glare. This has special textures defined for it. Glare is toggled on/off by pressing 'l'. When a glare polygon is drawn, it alters the colour of the pixel already on the screen (making it either darker or lighter). Colour zero does nothing to the existing colour (transparent). Then the colours 1-16 go from very bright to slightly brighter than the original colour, and 17-31 go from slightly darker to much darker than the original colour. This enables you to do the strange 'light through mist' lighting effects. The final option is transparency, this simply takes any colour in the texture that is 'black' (i.e. red=0 green=0 blue=0) and doesn't draw a pixel there. This enables you to do grills with holes in, vent fans, etc. This option is toggled on and off using the 't' key. Once you have finished texturing this polygon, press 'esc' to return to the main editor.

This has to been done for each polygon on the object. When you have finished you can save the object by pressing 's' or selecting save from the 'project' menu. Put the extension '.obj' on the end of the filename to help distinguish it from other files. You need not bother making a special directory for your objects as the AnimEditor will do it for you later. There is on-line help available when you press the 'help' key.

DISCLAIMER

Before anybody starts complaining, this is not a fully featured rendering package, nor even a partly featured object designer package, you're getting it FREE with TKG, it may blow up occasionally, it probably has a few unfixed bugs, but don't blame me, I won't be held responsible if you loose a few hours work, because I did and I don't have anyone to complain to.

RESTRICTIONS ON OBJECT DESIGN IN THE OBJECT EDITOR

i) ALL OBJECTS MUST BE CONVEX

If you imagine yourself to be standing inside the object, you must be able to see all the other places inside the object. A cube, for instance, is convex, whereas a horse-shoe is not.

This restriction arises because each object is simply drawn in the order it was defined, so the polygon ordering would be incorrect in some cases if the object were not convex.

You can, however, use this fact to define the polygons in the order you wish them to be drawn, an L-shaped object can be achieved provided the two 'inner' polygons are defined first.

ii) ALL POLYGONS MUST BE CONVEX

This rule is similar to that above, but there is no way round it, the fact that lines drawn up are on the left and down are on the right is exploited for speedy polygon rendering, making a polygon non-convex will at best make it be drawn incorrectly, at worst, make the program crash.

For this reason there is the additional restriction that polygons must be flat, three sided polygons are always flat, but polygons with more sides aren't. Non-flat polygons will appear non-convex from some directions.

iii) POLYGONS MUST BE DEFINED IN CLOCKWISE ORDER

This is a definition rather than a rule, a polygon can only be seen from one side, if you're looking at the polygon from the front, the points making up the polygon must be in clockwise order, otherwise you will be able to see the other side but not this one.

iv) TEXTURES

These must be in 32 colours. You can draw them in any 32 of the 16.7 million colours available with the AGA chipset, although they will only be displayed in the 4096 colours available through *Amos Professional*, and will be remapped to the 256 colours available in the game. The textures must be saved as 64x64 pixel pictures, easily done in *Brilliance*, but in *Deluxe Paint*, you'll have to save the picture as brush.

If the object editor can't load the picture, the screen area will appear blank.

CREDITS

• Program design and coding	Charles Blessing
• Object Design	Charles Blessing
• Alien Design	Micheal Green
• Textures	Micheal Green
• Music	Ben Chanter
• Switch Design	Andrew Clitheroe

Real 3D Version 2

This month's project has an architectural slant. Graeme Sandiford swaps the sand and cement for Boolean operations and starts building.

HOUSE OF FUN

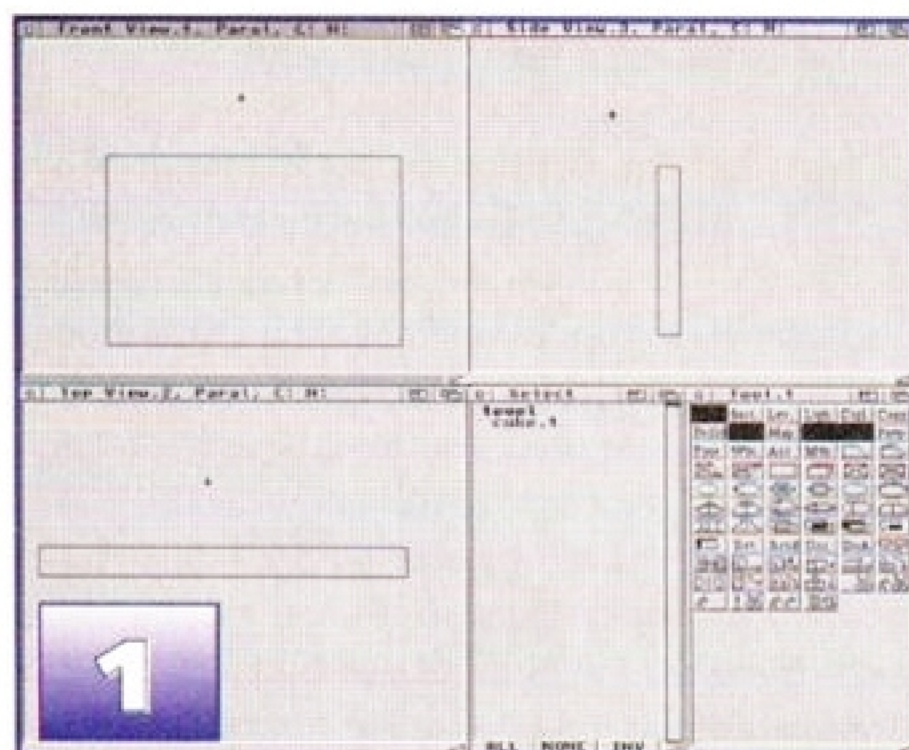
This month we're going to continue exploring *Real 3D2's* modelling capabilities. We'll be using some of the program's huge range of primitives (called Visibles in *Real 3D*) and comprehensive Boolean operations. Primitives are simple objects that are used to create more complicated objects.

In the case of *Real 3D*, these are solid and Constructive Solid Geometry (CSG)-based, unlike most programs whose primitives are polygon-based and hollow.

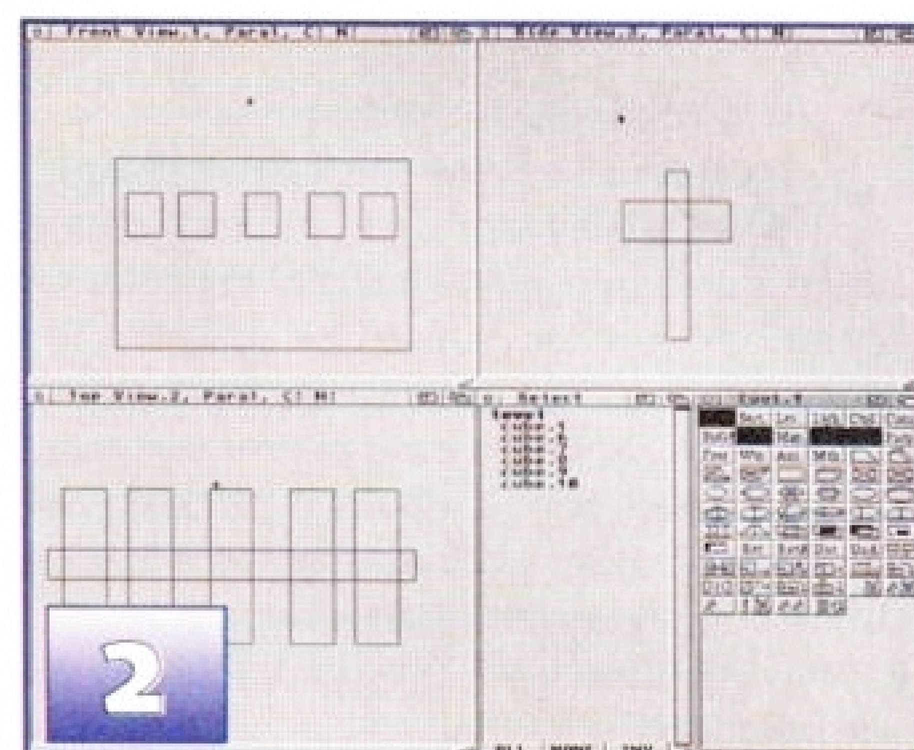
The advantage of these being CSG-based is that their shape is not defined by polygons, which is important if you are trying to create a rounded or spherical shape. If you create a polygonal sphere, the closer you get, the less smooth it appears – with a CSG sphere it looks just as smooth close up.

Getting back to the subject, this month's project has a architectural slant. We'll be creating a relatively simple 18th century Queen Anne style house – a little similar to many of the Georgian houses you'll find in Bath. Although we won't being adding any internal details (it would take too long), the house will be constructed in such a way that you can create your own rooms.

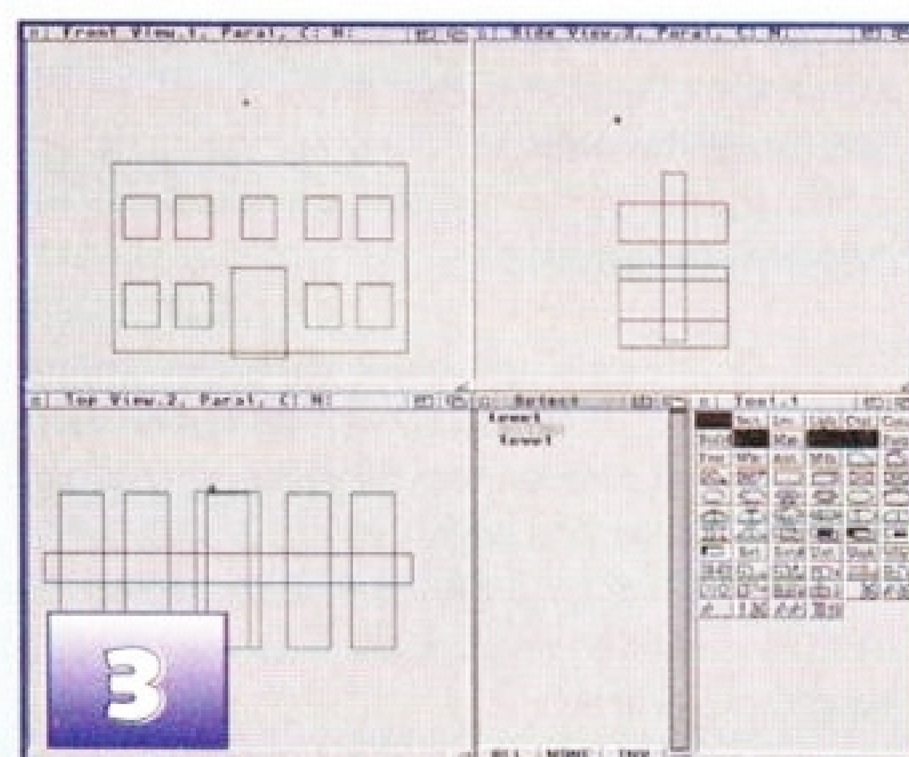
As always, feel free to experiment with the design and personalise your model to suit your own tastes.



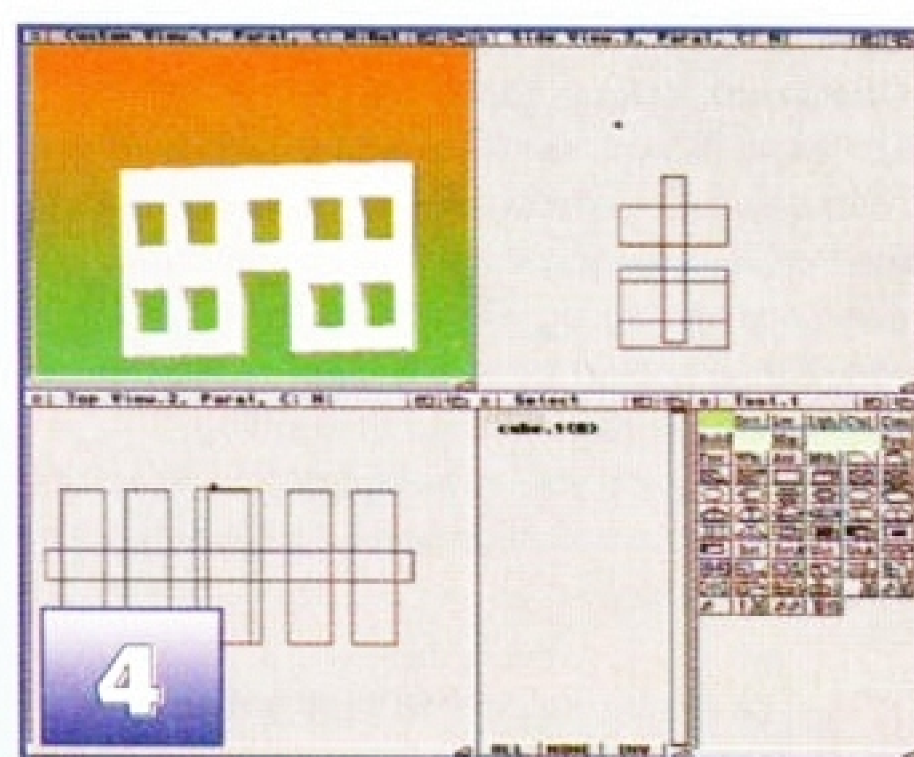
First, set up a standard tri-view environment and select the following icons in the tool window: Vis, Bool, Lin, Clip and Map. Next, draw a cube that will serve as the front of the house – you'll need to adjust its depth using Stretch.



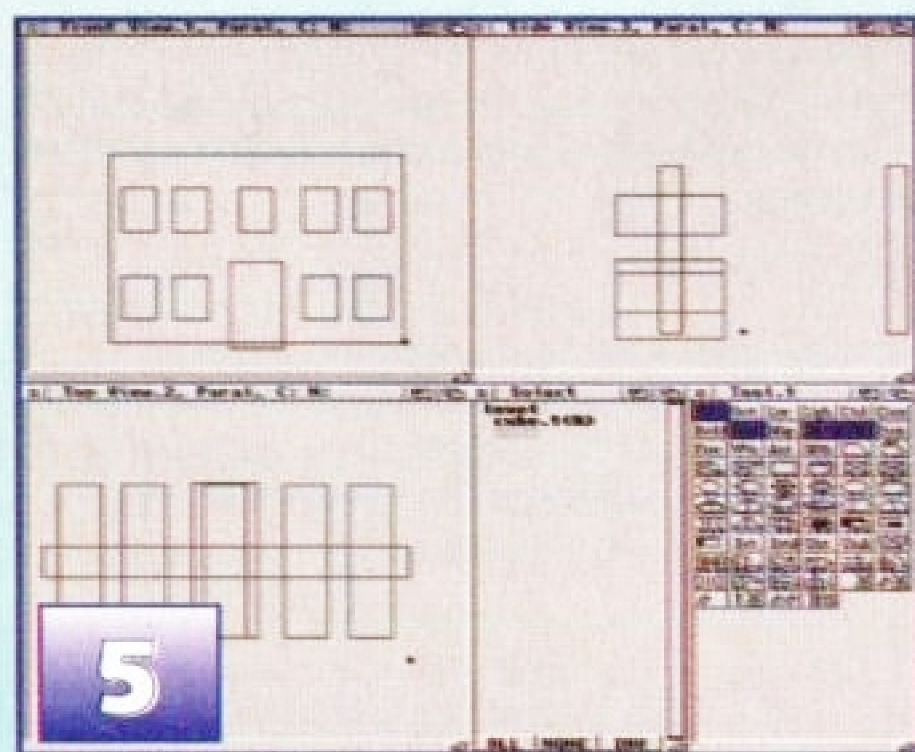
Now for some windows and a door. Draw a small rectangle, the shape you want your windows to be. Select the menu Macro/Record, duplicate the rectangle, move to one side and select the menu again. Then Macro/Repeat Current and enter 3.



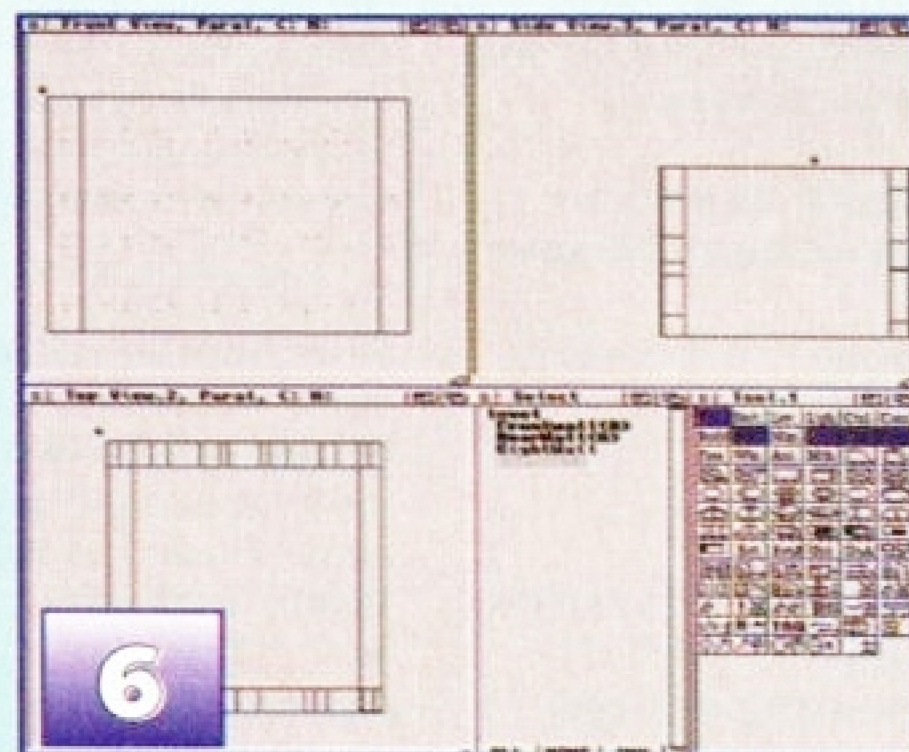
Select all but the middle one, duplicate them and move them down to form the ground floor windows. Add a larger rectangle to act as a doorway that overlaps the bottom of the wall. Select everything but the wall and paste them into a new level.



Select the wall first and then shift-select the new level and go to the menu Create/Boolean/AND NOT. Although it looks the same, there *are* changes – if you don't trust me, render it and see, or select Create/Boolean/Rethink.



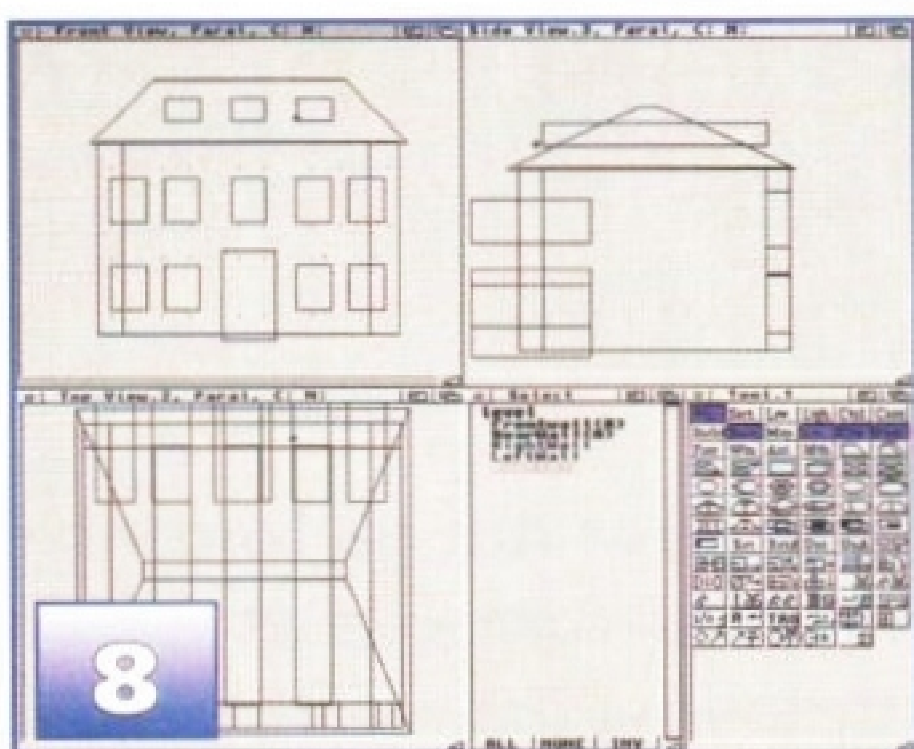
Now for the rear wall. Draw a new cube, but instead of defining the points by clicking, drag a bounding box around the top-left and bottom-right corners. Resize it so that it's the same thickness and then move it backwards.



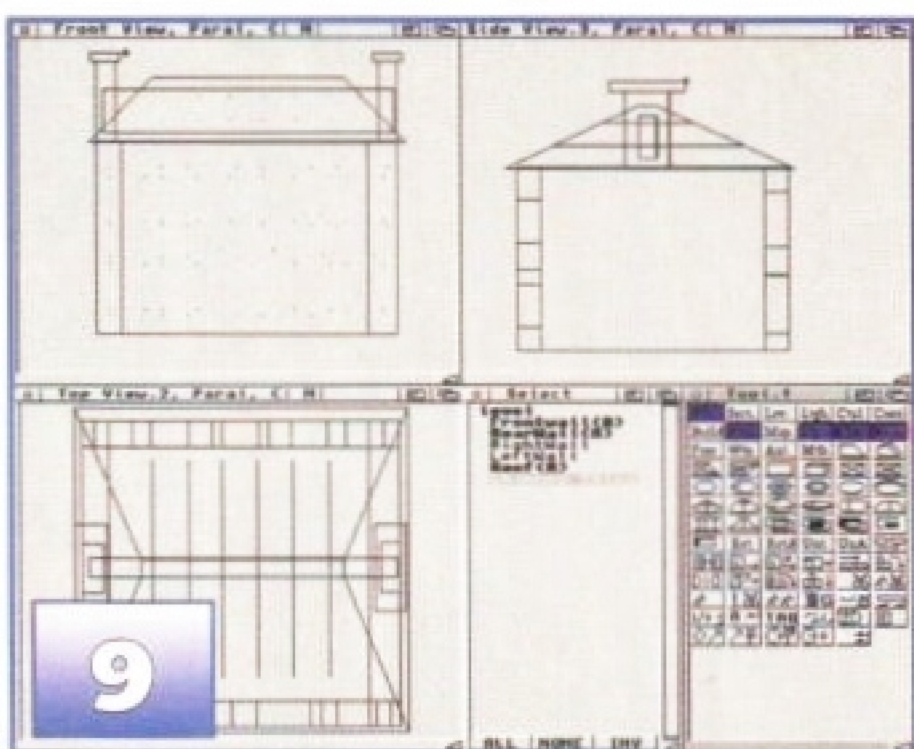
Next, we'll add windows and a door at the back. I've used four windows at the top and three at the bottom, making them slightly bigger than the front ones while making the door a bit smaller. Use the same techniques and Boolean functions as before.



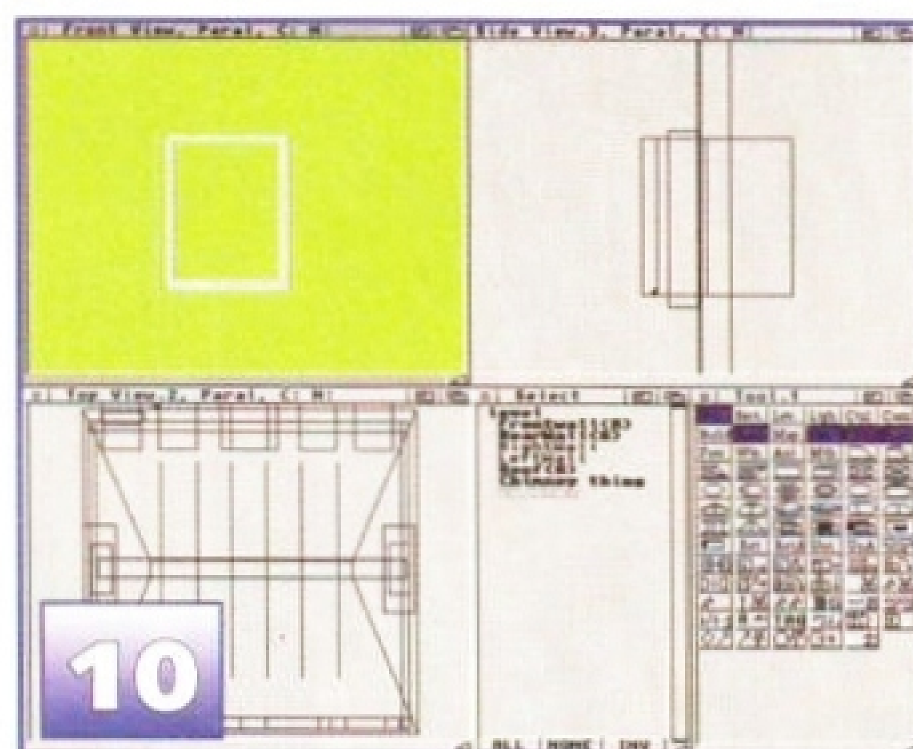
Now is a good time to rename your walls to something you can recognise easily. Next, we'll add a roof. To do this, use the visible Cut Pyramid in the Top view; draw a square that overlaps the walls and draw a small rectangle in the centre.



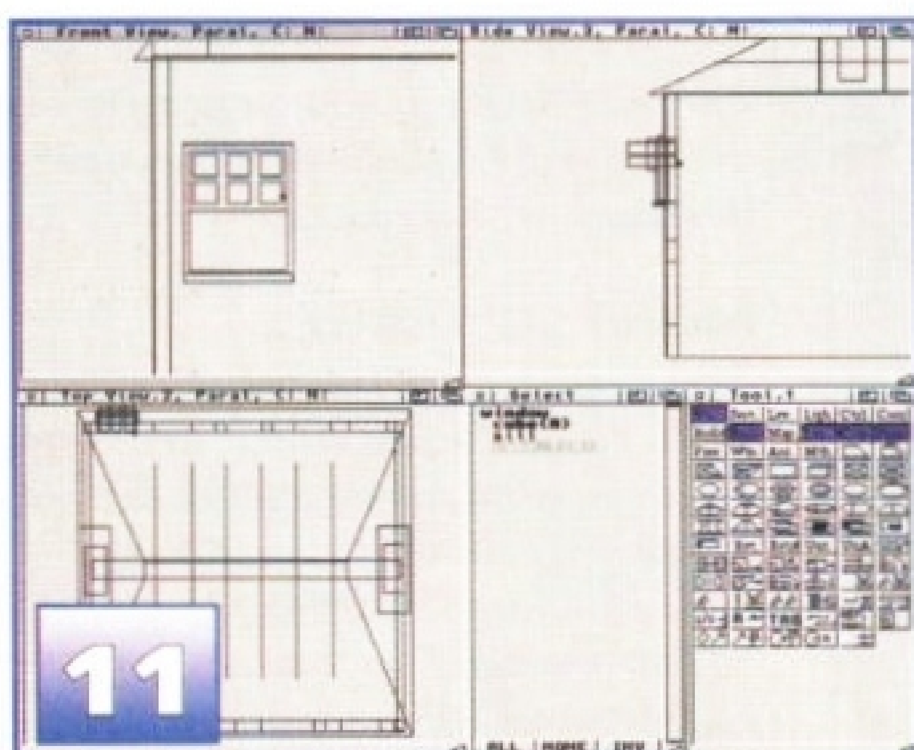
Modify the roof with the Stretch and Move tools until you are happy with the shape. Now for some dormer windows. Use three rectangles (that extend either side of the roof) and the Boolean operators to cut windows about half the height of the others.



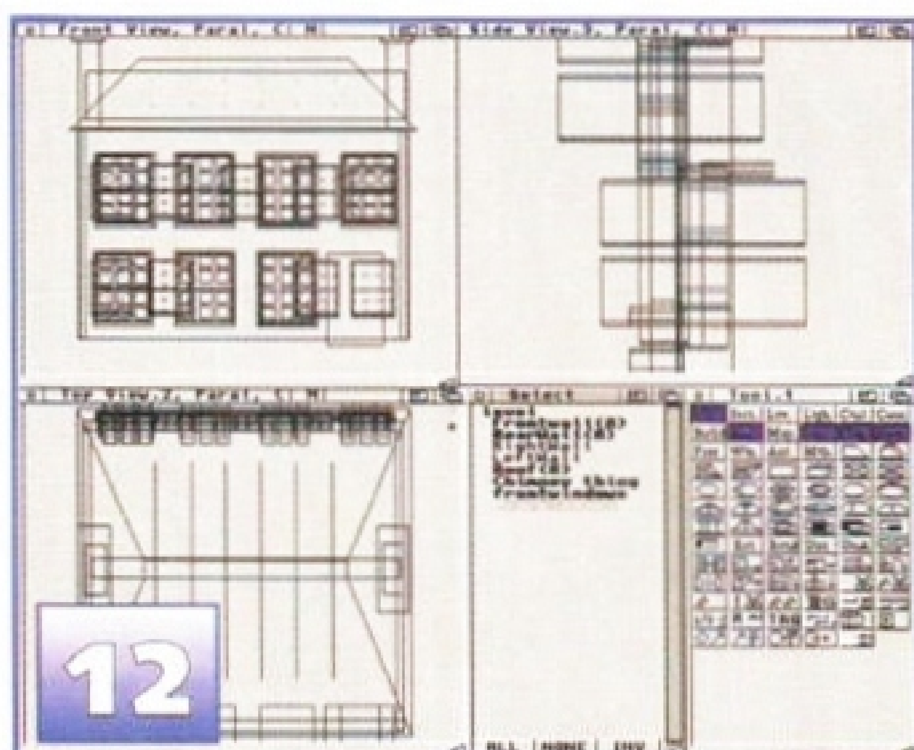
Next, some chimney things. Go to a side view, draw a rectangle that extends a little way below the top of the roof; go to the front view and draw two rectangles that are in line with the side walls and top them off with two more, as shown.



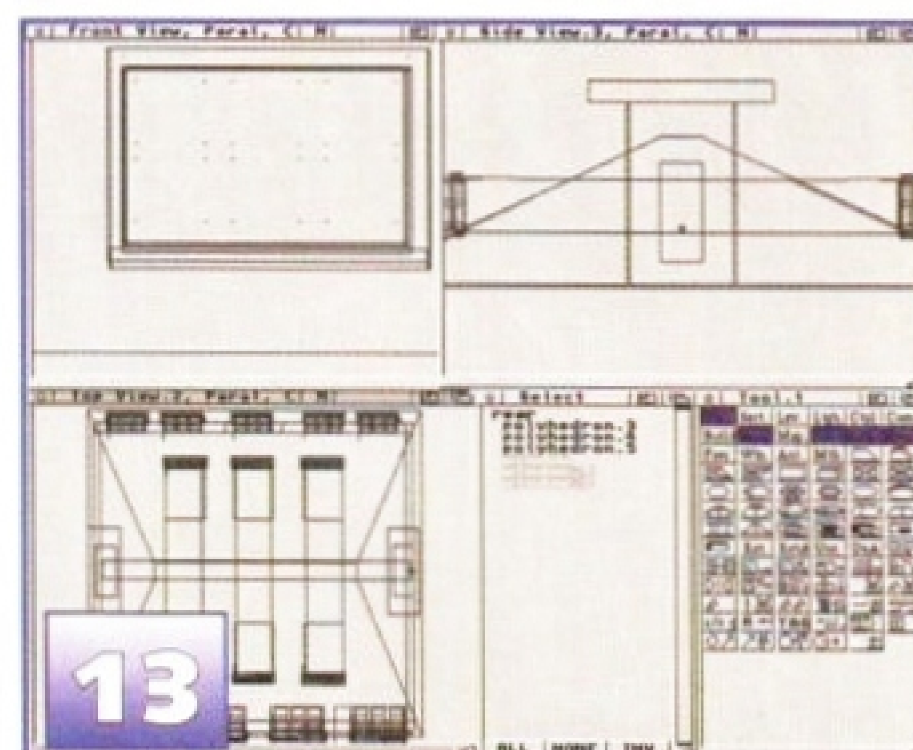
Before we add some detail, make the walls thinner using the stretch command. Next, we'll create the windows proper, starting with the frames. Create two rectangles, one slightly smaller, and use Booleans to create a frame.



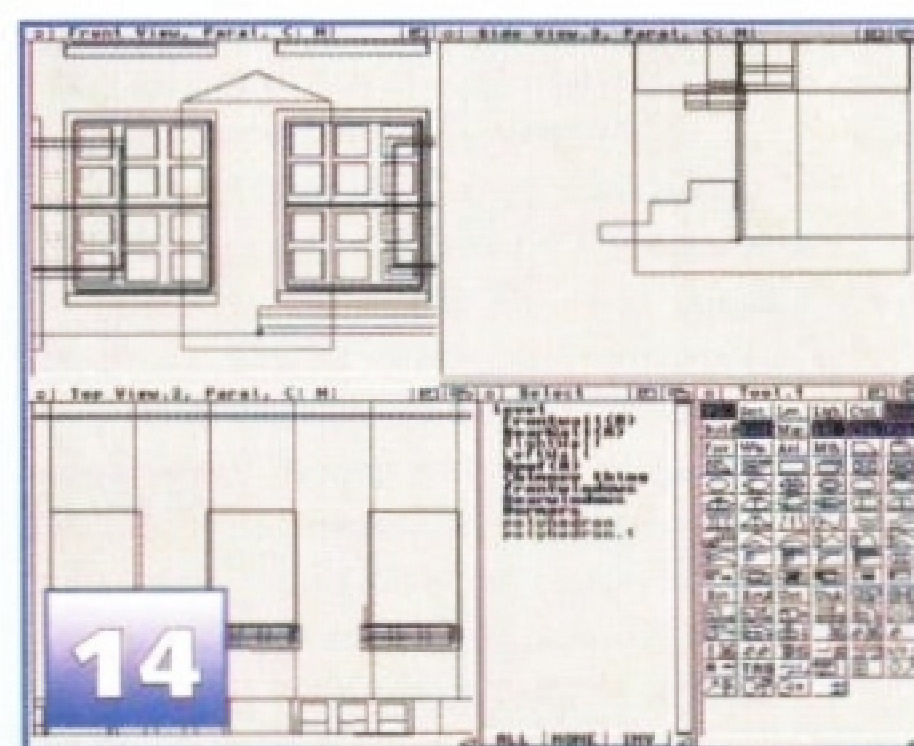
Create a rectangle to act as a sill at the bottom of the frame and move it and the rest of the window to a new layer. Next, create a sash window by using a cube half the size of the window and six smaller ones inside, using AND NOT again.



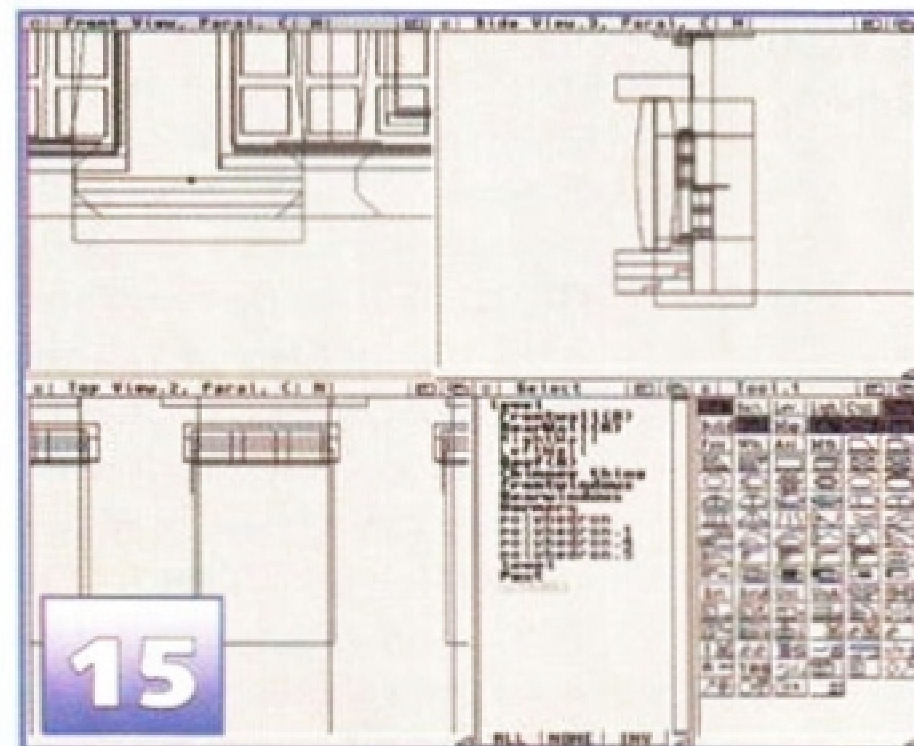
Create a pane of glass with the Rectangle visible. Duplicate this half of the sash and move it down and backwards. Copy and resize the window for all of your windows; for the dormer windows leave out the bottom half of the sash and pull up the sill.



You'll need to position the rear windows in the front view, but don't forget that they will be facing the wrong way, so use Modify/Linear/Mirror. The dormer windows will need a protrusion; create them with two polyhedrons and Booleans.



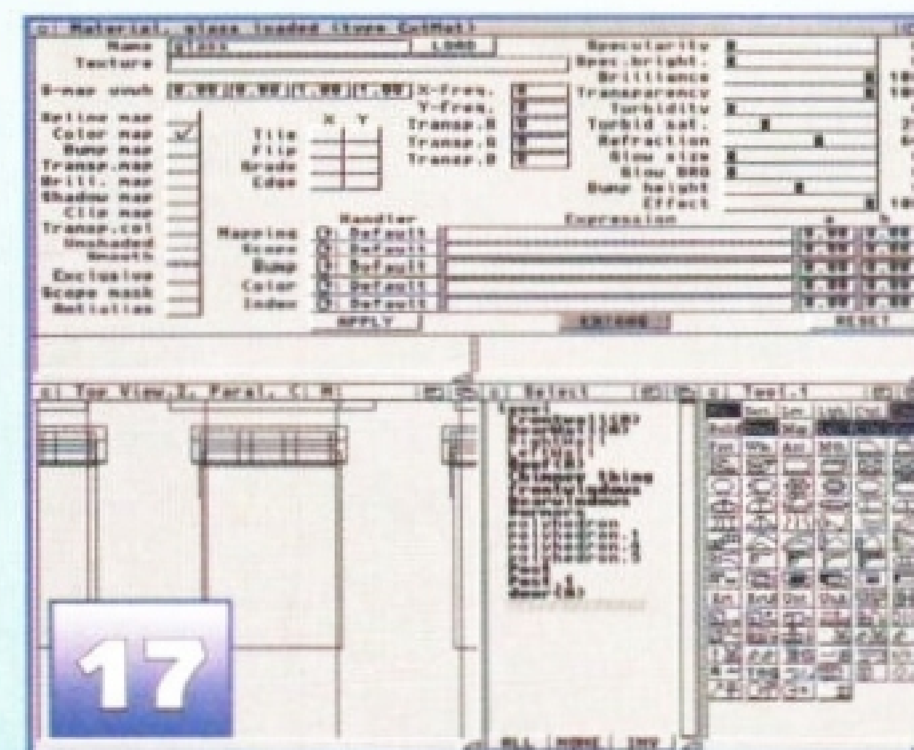
Now for the doorway. If you are low on memory, jump to step 16. Go to the front view and draw triangle (with the Polyhedron tool) above the hole we created earlier. Draw some steps in the side view with Mr Polyhedron.



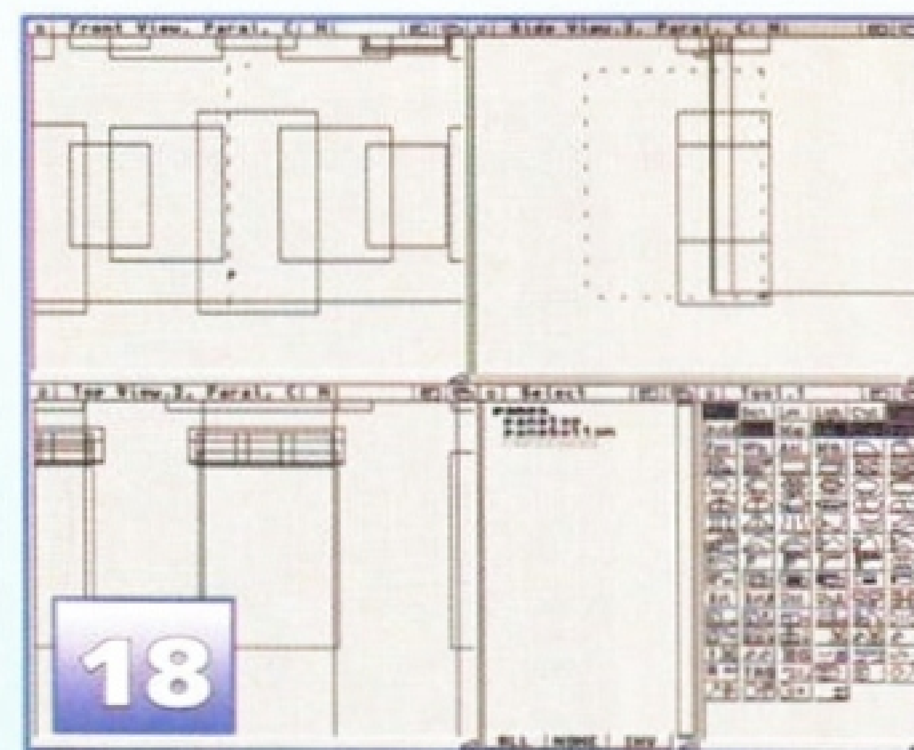
Draw two blocks at ground-level that extend from the wall to about the same depth as the triangle just drawn. Use the Lathe to create two pillars on the blocks – to make them rounded, press the right mouse-button once, or use Cylinder.



Now for the door itself. Use a cube for the door and then use either six other cubes (or cut pyramids) and Boolean operations, or draw and apply a bumpmap if you know how – don't worry if you don't as this will be covered in future installments.



Now we'll need to add some textures. Load up a paint package and draw some brick-like patterns, or some textures in an image processor, as well as some roof tiles. Press <right-Amiga><m> to bring up the Material Editor.



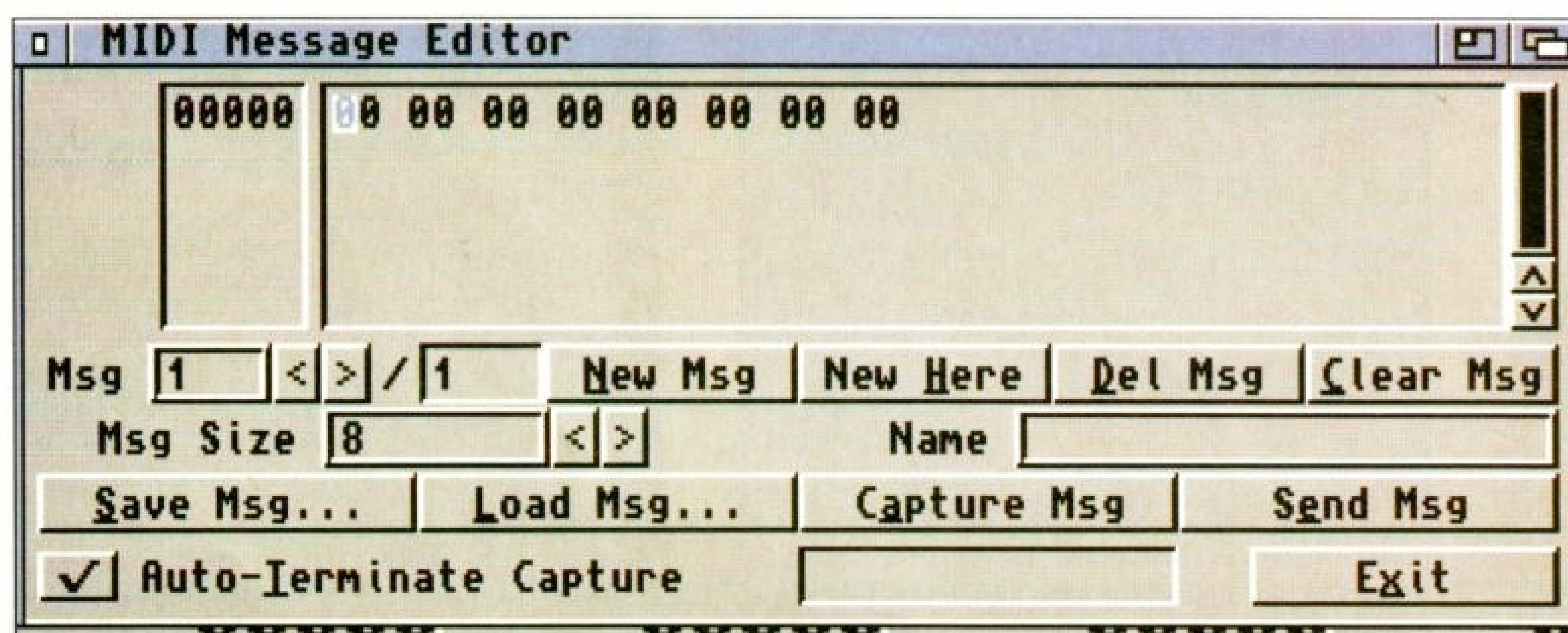
Select the menu Define Texture and load your image, enter a name and apply it. Close the window and select the menu Create/Mapping/Parallel and your material. Draw a mapping – make sure that only the objects you want mapped are in the same directory.



OctaMED Tutorial

Part 5

If you use your Amiga to control external instruments as well as just playing internal samples, *OctaMED* is still an effective tool. Darren Irvine shows you what can be achieved.



When you first add a new message, it will be 8 bytes long, all zeros.

Last month we looked at starting to get to grips with using *OctaMED* to control external instruments via MIDI. As long as you have a MIDI interface connected to your serial port, *OctaMED* can be used to control just about any form of external MIDI device – from synthesizers and sound modules through external samplers and drum machines, to effects boxes and MIDI-capable tape machines.

If you've been following this series, or if you've been playing at all with *OctaMED's* MIDI implementation, then you'll have seen that it's a fairly simple business to set up an instrument for playing sounds on external modules.

But is this *all* that it can be used for? A lot of dedicated music sequencers provide a simple means of sending non-note MIDI data, such as program change or controller change information. You can use *OctaMED* to do this too, using the MIDI message editor.

If you have more than one MIDI instrument connected to your Amiga, it can often be safer and more predictable to send such MIDI data in the form of a "System Exclusive" message. Such messages are a sub-set of the overall MIDI definition that have an identifier at the start of the segment marking them out as being specifically for one sound module, synthesiser, or whatever.

Of course, if you have two identical sound modules in your set-up this will be no good, but, in general, using SysEx messages is a good way to avoid any "odd" MIDI happenings.

To get started, select "MIDI message Editor" from the Display menu, or press Amiga + G. You'll see an initially blank window, which you can use to define as many MIDI messages as you'll need (note that you have to be in the main *OctaMED* Edit mode to be able to change the definitions of any defined messages, or to create new ones).

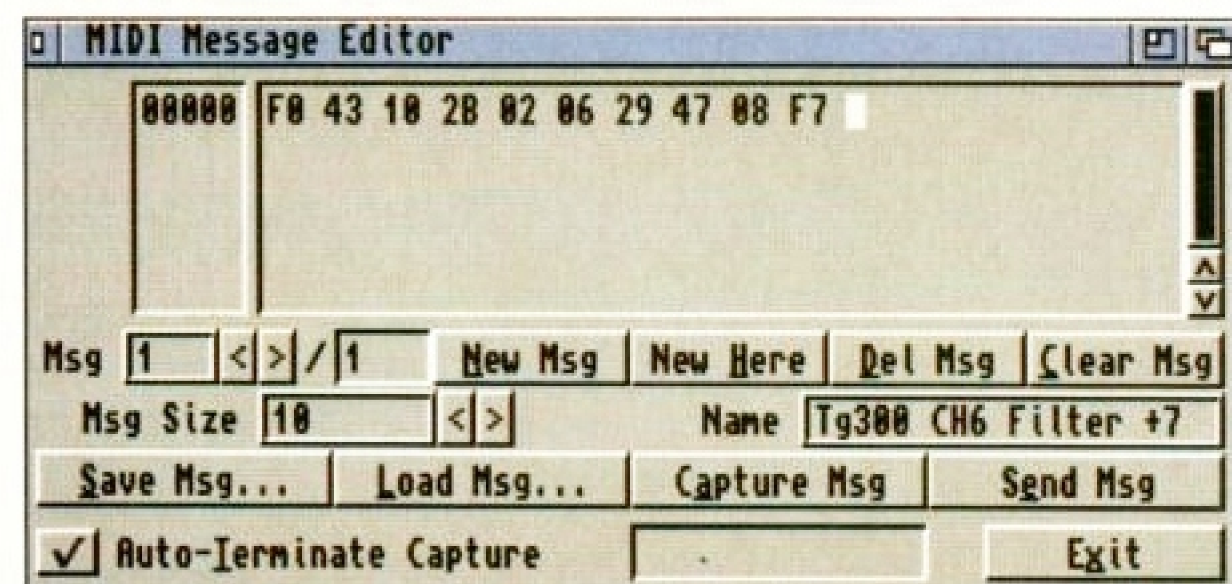
MORE MESSAGES

The "New Message" button works pretty much as you'd expect it too, and allows you to increase the number of defined messages (all of which are initially defined as blank). Equally obviously the "Delete message" button removes the currently highlighted message. You can adjust the number of bytes sent in any particular message individually (the default is 8 bytes).

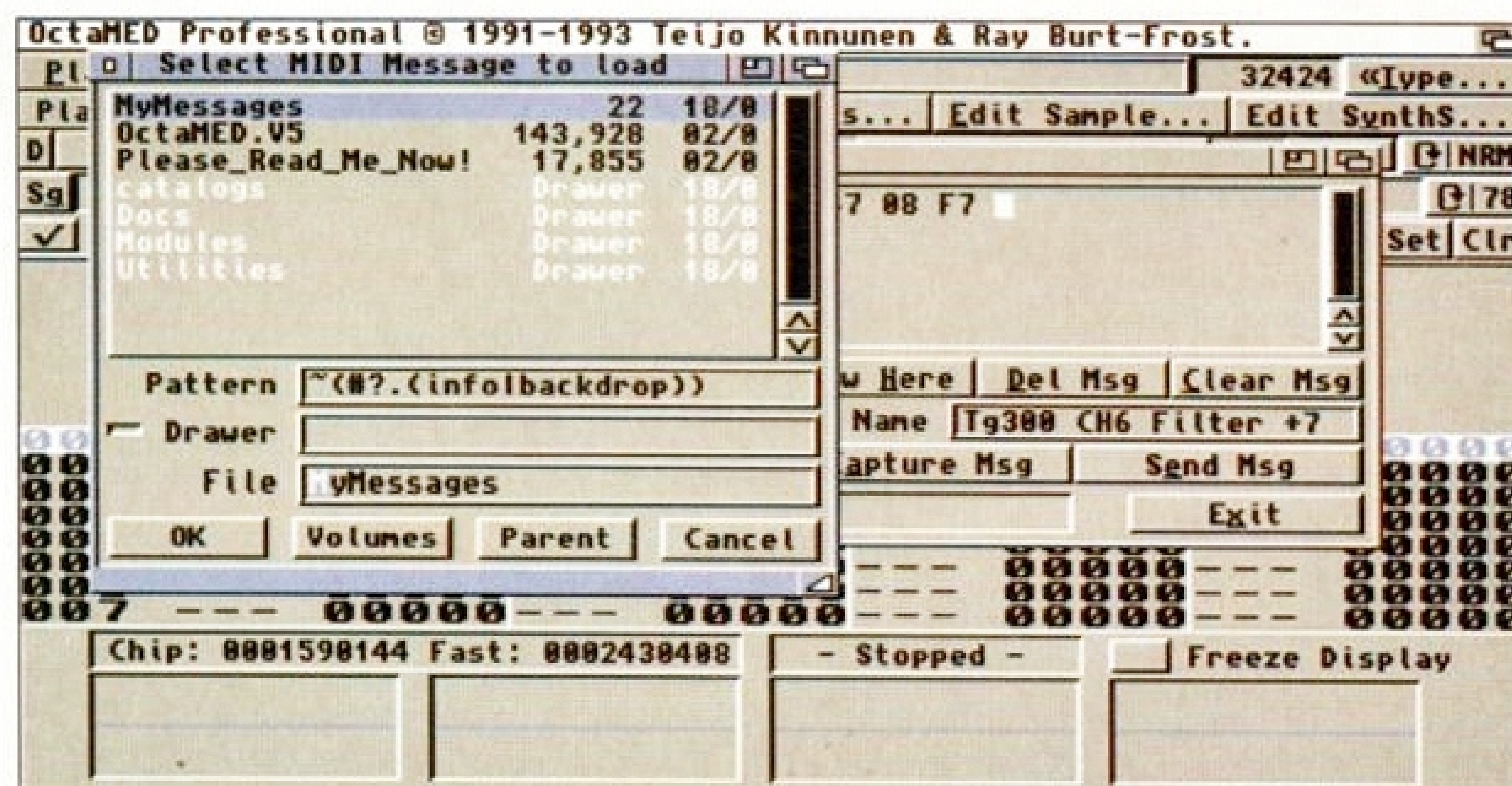
You can use the cursor to move to the individual byte of the message that you want to change and simply type the data in by hand – if you know what it is.

Many sound modules have the ability to "dump" (via MIDI) all the relevant data concerning a particular voice or patch. If you define a large enough message size (there is no real problem defining messages to be thousands or even tens of thousands of bytes long), then you can use *OctaMED* to "capture" the data dump from your module and play them back to re-set the voice later if you have changed it for another song.

Here's a simple example – obviously the data varies from sound module to sound module and you'll have to check your manuals for the precise data you'll need. I have a Yamaha TG300 and on MIDI channel 6



These 10 bytes of MIDI are required to send a SysEx message to my TG300 altering the filter cut-off on channel 6.



You can load and save groups of messages independently from the *OctaMED* module itself – handy for building up banks of commonly-used messages.

I usually have an acid/bass sound the filter cut-off frequency of which I'm constantly changing from song to song. I happen to know that the SysEx MIDI data required to set the filter to "+7" is:

F0 43 10 2B 02 06 29 57 08 F7

So, to be able to reset the filter cut-off to this value via *OctaMED*, all I have to do is define a new 10-byte message and enter this data. Clicking on the "Send Message" button transmits this SysEx data and – hey – the module changes the cut-off frequency of the patch on MIDI channel 6 to "+7".

This technique can also be successfully used to perform such tasks as changing the patch number on my EMP100 effects box, or adjusting the Multi information on my Akai S2000 sampler – it's just a matter of digging through the manual supplied with the piece of kit involved, until you discover the appropriate MIDI data required.

DON'T SCREW UP!

One thing to note here is that if you have some means of storing the set-up data on your modules (for example, the utility "SysExpert" – available from good Amiga BBSs or Aminet) then it's a good thing to do so before starting to meddle with SysEx messages – they're one of the best ways of screwing up your set-up if you get them wrong.

When using the "Capture" mode of the message editor, there are a couple of points to watch out for. Although you can pretty much define a message to be any size you like, note that the "Auto Terminate Capture" toggle defaults to checked. This captures a stream of MIDI data until a standard MIDI "End of Data" marker is received.

At this point, capture ceases and the message length is automatically set to the number of bytes actually received. Although this is OK in the majority of cases, some sound module "dumps" include the "End of Data" marker as part of the embedded SysEx data.

DATA DUMPS

If you are trying to capture a fairly long data dump and you notice either that the "Recording" indicator disappears too soon, or that the message length has been adjusted by a large amount, then you should try re-capturing with the "Auto Terminate" box unchecked.

In this case, you should define the message to be in excess of the amount of data you expect to receive and then, when the recording is finished, adjust the message length by hand to eliminate any clear data blocks at the end of the message.

You'll have worked out by now that there is much more to *OctaMED* than simply creating modules playing Amiga internal samples. Of course, it's not intended to replace dedicated MIDI sequencers, but it still has a pretty damn good try.

This message has been captured from my sound module – so if I make changes to the settings concerned manually, I can use *OctaMED* to reset them to the required values for the current song.

You should have realised by now that *OctaMED* is a great tool for playing external modules at the same time as internal Amiga samples.

JARGON

Sample
The Amiga's internal sound system operates by playing back long strings of numbers which are a digitised representation of a sound – these strings are known as "samples".

MIDI
Musical Instrument Digital Interface. A standard set in the 80s to allow musical instruments to communicate with one another and with computers.

SysEX
System Exclusive. This refers to certain MIDI messages that correspond to certain functions on specific sound modules or synthesizers etc. Usually, system-exclusive messages start with data identifying the instrument concerned.

Remember that before you can use an instrument to control an external sound source, you'll need to assign it a MIDI channel, in addition to actually switching MIDI on, in the "MIDI" menu.

Blitz Tutorial

A stunning piccie can make all the difference... Join John Kennedy on an HTML journey into image heaven.




```
; Start of Program!
;
; Open a screen
Screen 0,12,"Blitz Browser"
height=screen_height
Gosub open_display

.open_display
;
; Define and open a Screen and Window
;
; Define a BitMap
BitMap 0,640,height+#screen_height,4
; The display is 4 deep, i.e. 16 colours!
```

Listing 1: The first stage is to adjust the number of colours in the display. This entails altering both the screen and window depths.

Part of the appeal of the HTML format is that it allows images to be embedded in documents. This feature alone is probably what has made the World Wide Web so popular, since before HTML there was only text, text and more text.

But, adding pictures to our browser is not easy. The major problems which face us from the point of view of writing our own Amiga browser in Blitz are:

1. Images used in HTML documents are almost always stored in GIF or JPEG formats. These formats are not native to the Amiga, which instead makes use of the IFF format. It may be possible to use Datatypes to get around this shortcoming.

2. When two or more images are displayed, it becomes a complicated programming task to optimize their respective palettes. For example, imagine the browser is running in a 256 colour mode and two pictures are loaded: the first mostly red, the second mostly blue. How should the colours be assigned? If the palette from the first image is used, the second (and subsequent) image will appear badly distorted. If the palette from the second image is used, the first image will suddenly turn to mush.

Colour palette optimizing isn't an easy problem to solve using a graphics display with a fixed number of logical pens.

I'm not going to attempt to solve these problems this month – instead we'll concentrate on simply loading IFF images into our HTML documents. This in itself is a not an inconsiderable task. However, when complete, it also gives our browser an immediate advantage over AmigaGuide, which cannot include images in its pages. So, here's how to go about it.

First of all, let's increase the number of colours which our browser uses from four to 16. Check out **Listing 1** for the necessary changes to make to the Screen and Bitmap commands:

I'm going to make use of the fact that our program works in two passes to make sure that the images referenced in the HTML document actually exists and also to determine their size. On the first pass, if the IFF images exist, the Blitz function ILBMInfo is used to obtain the height and width. These facts are stored in a second list structure especially created. The code which defines the list assumes a maximum of 50 images in a single page – probably far too many.

You can see **(see Listing 2)** that four items are stored: the height, width, name of the image and the alignment. This last setting is used to define where the image is placed on the screen; to the left, to the right or slap bang in the middle. There are therefore three

```
NEWTYPE .picturetype
  height.q
  width.q
  name$
  align$
End NEWTYPE
Dim List pictures.picturetype(50)
```

Listing 2: Blitz's ability to define new datatypes makes it considerably easier to keep track of particular objects – such as picture details.

```
<title> My first page </title>
<H1>Page 1</h1>

<hr>

This is page one. Please select the pages you would like to
see. <p>

<img src="blitz2:af/image.iff" align=left>

<a href="blitz2:af/page2.html"> Page number 2 </a> <p>

Thank you. <p>

<hr>

</HTML>
```

Here's a quick HTML file used to test the picture display features.

```
.process

WTitle "Processing HTML","Processing HTML"
WCls
Redraw 0,1
preview=On      ; Nothing is printed, at first

ResetList hyperlinks()

For scan=1 To 2
  ResetList pictures()

  WColour 1
  bold=Off
  underline=Off
  italic=Off
```

Listing 3: Our program works in go "passes" and before each we need to reset the list of pictures. Remember that you can only move to the next item in a list; you can't move backwards.

options and here are the HTML tags:
<img src="picture1.iff" align="left">
<img src="myimage.iff" align="center">
<img src="johnpic.iff" align="right">
On the first pass through the document the list of pictures is created and on the second, the list is used to control which images are loaded and displayed. This requires that the list is reset twice – once for each pass. The code you need to look at is **Listing 3**.

The picture routine itself is in two distinct parts: the preview part and the render part. The preview occurs after the first pass through the document, before anything is printed on screen. **Listing 4** is broken down into the relevant sections.

First of all, we need to strip out the filename from the HTML image tag. This requires a bit of messing around with strings. It strips out only the filename, so that when a tag is supplied like this...
<img src="ram:image.iff" align=centre>
...it strips out the "ram:image.iff" part. The second section looks for the "align" keyword and sets a small string variable if it is found.

Now we have to make a decision. If the image is found, we can load the IFF header, using ILBMInfo, and obtain the dimensions. These can then be added to the list of pictures. However, if the image is not found we have to add default values. Note how the name is set to "broken" – we'll make use of that in the next part of the picture routine.

Listing 5 is the section which is executed during the second, rendering phase of HTML document processing.

The most time-consuming part is the rendering of the image. The simplest way to do this in Blitz is to make use of objects called "Shapes". Shapes are graphical images which can be processed in all sorts of ways (scaled, flipped, rotated) and quickly and efficently displayed on screen. You can load and save images directly into and out of shapes in IFF format which makes them extremely easy to use.

In fact, the only thing missing is the ability to automatically recalculate their palettes (rats). If no image has been found, a default image is displayed instead. There is nothing to stop you from drawing a "broken" image shape and using that. in this example I'm using a simple crossed rectangle instead. You'll notice that there is no reference to the "align" tag – that's this month's little exercise for you!

Now, if you create an HTML document which contains a reference to an IFF file (and you draw an IFF image) you should be able to test the new graphical features of the browser.

The graphics support we've added is far from comprehensive and it is still lacking in many departments. However, it is a start and you should be able to enhance it yourself with a little effort.

Listing 4: The first half of the Picture routine will obtain and process the filename and get some details of the picture itself.

```
.picture
Gosub flush_text
Gosub new_paragraph

If preview=On

; Get details of picture (i.e. height)
; and add it to a list.

  ; Obtain filename from string

  f$=Chr$(34)
  a=Instr(t$,f$)
  t$=UnRight$(t$,a)
  a=Instr(t$,f$)
  s$=Mid$(t$,a+1,Len(t$)-a)
  t$=Left$(t$,a-1)

  ; Determine alignment (if any)

  CaseSense Off
  a$=""
  If Instr(s$,"left")<>0 Then a$="L"
  If Instr(s$,"center")<>0 Then a$="M"
  If Instr(s$,"right")<>0 Then a$="R"

  ; Get info from file....

  If Exists(t$)

    ILBMInfo t$

    If AddItem (pictures())
      USEPATH pictures()
        \height=ILBMHeight
        \width=ILBMWidth
        \name=t$
        \align=a$
    EndIf

  Else

      If AddItem (pictures())
      USEPATH pictures()
        \height=16
        \width=16
        \name="broken"
        \align=a$
      EndIf

  EndIf

  xpos=startx
  vpos=vpos+h-sizey-sizey
  WLocate xpos,vpos
  offset=0

EndIf
```

Take string and remove only the filename. For example, from <img src="image.gif"> obtain only image.gif

Check to see if there is an alignment tag present.

Now we take a peek at the file to get some vital statistics.

If the file exists, obtain the height and width.

If the file doesn't exist, set some default values.

Move down the screen the required height.

Listing 5: The second half loads and displays the picture in the browser display.

```
If preview=Off

  a=NextItem(pictures())

  USEPATH pictures()
    n$=\name
    a$=\align
    w=\width
    h=\height

  If n$="broken"

    y=WCursY
    x=WCursX
    WBox x,y,x+16,y+16,2
    WLine x,y,x+16,y+16,1
    WLine x,y+16,x+16,y,1

  Else

   ; Load in image as a "shape"

   LoadShape 0,n$

   ; Place shape in main bitmap

   y=WCursY
   x=WCursX

   WBlit 0,x,y

  End If

  xpos=startx
  vpos=vpos+h-sizey-sizey
  WLocate xpos,vpos
  offset=0

End If

Gosub new_paragraph
Return
```

Obtain the next item from the list of Pictures. Note the dummy a= required. We know the element exists and don't need to check for it.

Now the image is displayed on the screen.

If no image is found, a default rectangle is displayed.

If the image does exist, it is load and then blitted into the main display

The cursor must be moved down the screen so any new text doesn't appear on top of the image.

USEFUL SHAPE COMMANDS

Command: LoadShape shape#, filename$ [,palette#]
Example: LoadShape 0,"ram:image.iff"
Comment: Load an IFF into a shape object along with optional palette object.

Command: SaveShape shape#,filename$ [,palette#]
Example: SaveShape 0,"ram:image.iff"
Comment: Save the shape as an IFF, with optional palette info.

Command: GetaShape shape#,x,y,width,height
Example: GetaShape 0,100,100,16,16
Comment: Copy a piece of the current display and make a shape.

Command: Xflip shape#
Example: Xflip 1
Comment: Horizontal mirroring.

Command: Yflip shape#
Example: yflip 2
Comment: Vertical mirroring.

Command: CopyShape shape1#, shape2#
Example: CopyShape 1,2
Comment: Copy the shape stored in object shape1 to object shape2.

Command: Blit shape#,x,y
Example: Blit 0,10,10
Comment: Copy shape into bitmap.

Command: WBlit shape#,x,y
Example: WBlit 0,10,10
Comment: Copy shape into Window in a very system-friendly manner.

Command: Scale Shape0,x ratio, y ratio [,palette#]
Example: Scale 1,1.5,0.5
Comment: Adjust the size of a shape using the x and y ratios. A ratio lager than one increases the size and ratio smaller than one decreases the size.

Command: Rotate shape#, angle ratio
Example: Rotate 0,1
Comment: Spin a shape around. The ratio can vary from 0 to 1, so .25 is 90 degrees, .5 is 180 degrees and .75 is 270 degrees.

Command: InitShape shape#0,width,height,depth
Example: InitShape 0,16,16,2
Comment: Create a new blank shape. You don't need to do this is you are loading a shape from an IFF image.

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Amstrad PCW9512 M/Strike	2·60	2·45	2·25	2·05
Brother M1009/1024/1109/1209	3·90	3·75	3·55	3·35
Citizen 120D/LSP10/Swift 24/9	2·85	2·70	2·50	2·30
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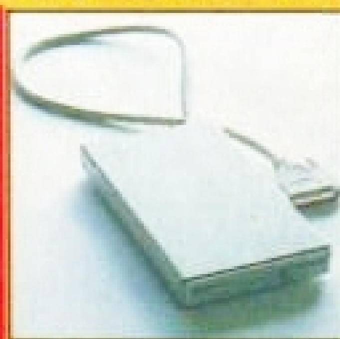
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MailBag

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WARRANTY WORRIES



Unfortunately the collapse of Escom has resulted in many people losing their warranties.

I've found out through your magazine that the chain of stores that Escom had built up will be closing due to the fact that they made losses. I bought my Amiga A1200 from an Escom store, the Exeter branch, and wondered what would happen to my warranty. I phoned the Exeter store but I received no answer. I then phoned the customer services department, in Scotland, and they had the pleasure of telling me that my warranty was now void.

My Amiga is only six months old and it now has no warranty. I don't know if it only affects people who purchased their machine from an Escom store, or if it is due to the fact that Amiga Technologies has been sold. Whatever happens, if my Amiga does go wrong, all be it as reliable as it is, it will cost me about £50 to get it fixed – judging from the ads in your magazine. I have been an Amiga user for over six years and I have not had any real problems. I had none with my Amiga A500+ except the mouse broke after a while. The cost of repairs may seem cheap but they're not really when you consider the cost of the actual computer.

I believe that all new Amiga owners should be aware of the fact that their warranty could be void and that they should act immediately to find out if it is. If it is, don't you think it is a little unfair, to say the least, that no one was actually told and that I had to find out by making enquiries myself? Shouldn't Escom have at least made an effort to put a notice

Continued overleaf ➡

VAJ TLHINGAN HOL DAJATLH 'E' DANEH

I am in the process of creating a piece of software called 'Learn the Klingon Language of Star Trek'. If you print this letter, I will send you a free copy to review in PD Select once it is complete (as long as you put it on the Subs disk as well).

I was wondering if any of your readers could transfer some Klingon Speech for me, from an ordinary audio tape on to disk in IFF format.

If you think you might be able to help me please send your details (including phone number and any other relevant information).

All letters will be replied to (unless I get thousands), and the person who I give the task to will be given a reasonable proportion of all the shareware registrations I receive.

Daniel Sutcliffe
62 Brighouse Road, Queensbury, Bradford
West Yorkshire
BD13 1QF

I'm sure there'll be someone out there who can help you.

In the meantime: 'batlh Qu' je numbogh Suvwl' ngoq wlvuvnIS', which, I'm sure you know, means:
We must respect the Warrior's Code which promotes honour and duty.



Is this a dagger I see before me?

BONKERS

How about doing a movie or a cartoon on the CD? There are not enough separate articles for non-beginners! In a good magazine I want to see lots of source codes – not a few fragments here and there for a few weeks, then nothing.

The fundamental reason the Amiga is alive today is because of its user base. Why does your magazine have to compare itself to other magazines? Can't your magazine just be 'better' or 'worse' than other magazines?

In a good magazine I expect to be taught the following: how compression works; In C and Assembler. The latest theories/works etc. How fractile image compression works. Artificial Intelligence. The basics and advanced lessons. Where it is in use today. Where is it taking us for tomorrow?

How Image processors produce their effects. What is JAVA and how may it help the Amiga? What are the theoretical limits for data bandwidth using phone lines. How can speed increases be achieved. Why should Netscape produce standards and NOT Amiga users? Because PC users at work use em? I thought you said PCs weren't that good?

I reckon if PCs can't use PNG then tough. We Amigans are a community so teach us to produce killer applications. The harder the better – it'll sink in eventually. *Amiga Format* and the Toulouse Excerpts Excellent idea.

Where are the MPEG video clips? Commodore Amiga produced the demo for the CD³² moving video and sound. How was that done? Where are the VR programs? VR Workbench's VR/3D File requesters)?

On your CDs I expect to find Internet WWW files: IBM, INTEL, MICROSOFT, MOTOROLA, VISCORP, HISOFT, BLIZZARD, PLAYBOY TV ehm.. What is happening to the Internet Amiga operating system being produced? Get your flatbeds out and do some scanning.

Cats, dogs, Star Trek, a Cray, AAA chipset, Bill Buck, you, your office, your mess you make. Come on! Where is the Green Alien picture?!!...

Tom Harrison
Bristol

Okay, I think I can stop you there. Much as I appreciate your obvious penchant for a stream of consciousness style, if you actually want me to answer any of your questions, I first have to know what they are.

It looks like you might have some good ideas in there somewhere, but I just can't be sure. Try to remember when writing to Amiga Format that when we read your letters we probably aren't as wasted as you where when you wrote them.

This picture might look familiar – we've used it a few times before.



in your magazine?

As you can see I am slightly peeved about this and would like something done about it but it seems that they were within the law to do such a thing if they had ceased trading. I wonder if the PCs they sold had lost their warranty?

G J Hamilton
Devon

I have forwarded your query on to Viscorp, but as yet we have had no reply. There may have been a provision with a third party for warranty replacements. I understand your concern, but the sad fact is that with Escom bankrupt, there is no-one to pick up the cost for fixing your Amiga under warranty.

Fortunately though, the Amiga is pretty reliable. Basically, if it has been working OK for six months, it is much less likely something is going to go wrong with it.

FURIOUS

Having read your August issue, I would just like to say something.

Firstly, thank you for printing my picture (Starfury) and you should find a disk enclosed of my latest work.

Secondly, due to massive RAM price drops I have upgraded my beloved A4000/030 to a stonkingly fast Cyberstorm 060, Cybervision64 4Mb, 1.2Gb hard drive and 64MB (yes 64 megabytes) for just under £2000.

Now I'll be doing some classic *Lightwave* stuff (move over Ron Thornton, Jack's coming to get ya).

Jack Tomalin
Derbyshire

We'll be expecting plenty more pictures then.



ON DISPLAY

As usual, many thanks for the excellent magazine – the only Amiga magazine I have purchased consistently. As far as I am concerned the Coverdisks, whilst not always useful to myself, are excellent.

I am writing concerning the worrying situation I encountered in my local Silica shop in Plymouth. I had popped in to see how much a new mouse cost and I noticed there were a few Amiga titles in the software bargain bin. Upon closer inspection I realised this was the only Amiga software in the shop.

Because the Debenhams store within which Silica is based is undergoing a major refit, I assumed that they had packed the rest away. But when I asked where the Amiga software was I was told they no longer stocked it as the market had bottomed out.

Now if I were buying a new Amiga from Silica, which they do sell in my local store, I would expect at least a small selection. Who on earth is going to buy a machine from this shop if they do not even keep its software?

We are told that Silica are supporting the Amiga but I'm very unsure of them now. In the Bradford Column, *AF*88, it was reported that Amiga software has over 40% of the monthly market. How can two such differing scenarios exist?

Needless to say I returned to work that day with a very uneasy feeling about spending my hard earned cash on upgrades for my Amiga when support for the machine is so lacking.

I know that there is a great deal of software available for the Amiga by mail order but from a public perception point of view it is understandable that many people think the Amiga is dead.

I appreciate that mail order is probably a cheaper way to market software but surely public point of sale would achieve greater sales helping to keep costs down?

On a slightly different note, I am curious as to why Amiga Technologies have not released any display software to these dealers. When I go into any shop which stocks Amigas all I ever see is *Zeewolf* playing.

Whilst this may be an excellent game, I feel that a demo playing, showing off the full capabilities of the Amiga would help sell the machine to people who may be



***Zeewolf* was certainly an excellent game, but there are other great Amiga titles out there that also illustrate the power and versatility of the machine.**

OUTRAGEOUS PLUG

I'm a 13-year old programmer and have just finished my first major project (*KewlChat*). It's an Amiga Comms program which lets two Amiga modem users link up with each other and talk.

As I'm only 13 I earn just £4 a week pocket money and can't afford to do an advert. So could I just tell everyone the demo version costs £1 which covers postage, jiffy bag and the disk. Or you could go full steam ahead and get the registered version which is 100 times better for just £2. I will accept cash or a cheque paid to C. Seward.

Chris Seward
Wirral, Merseyside

PS. The demo and full version can be obtained from me at: Chris Seward, 10 Scafell Close, Eastham, Wirral, Merseyside, L62 9EW, UK or for more information email at: Chris@Jinxster.demon.co.uk

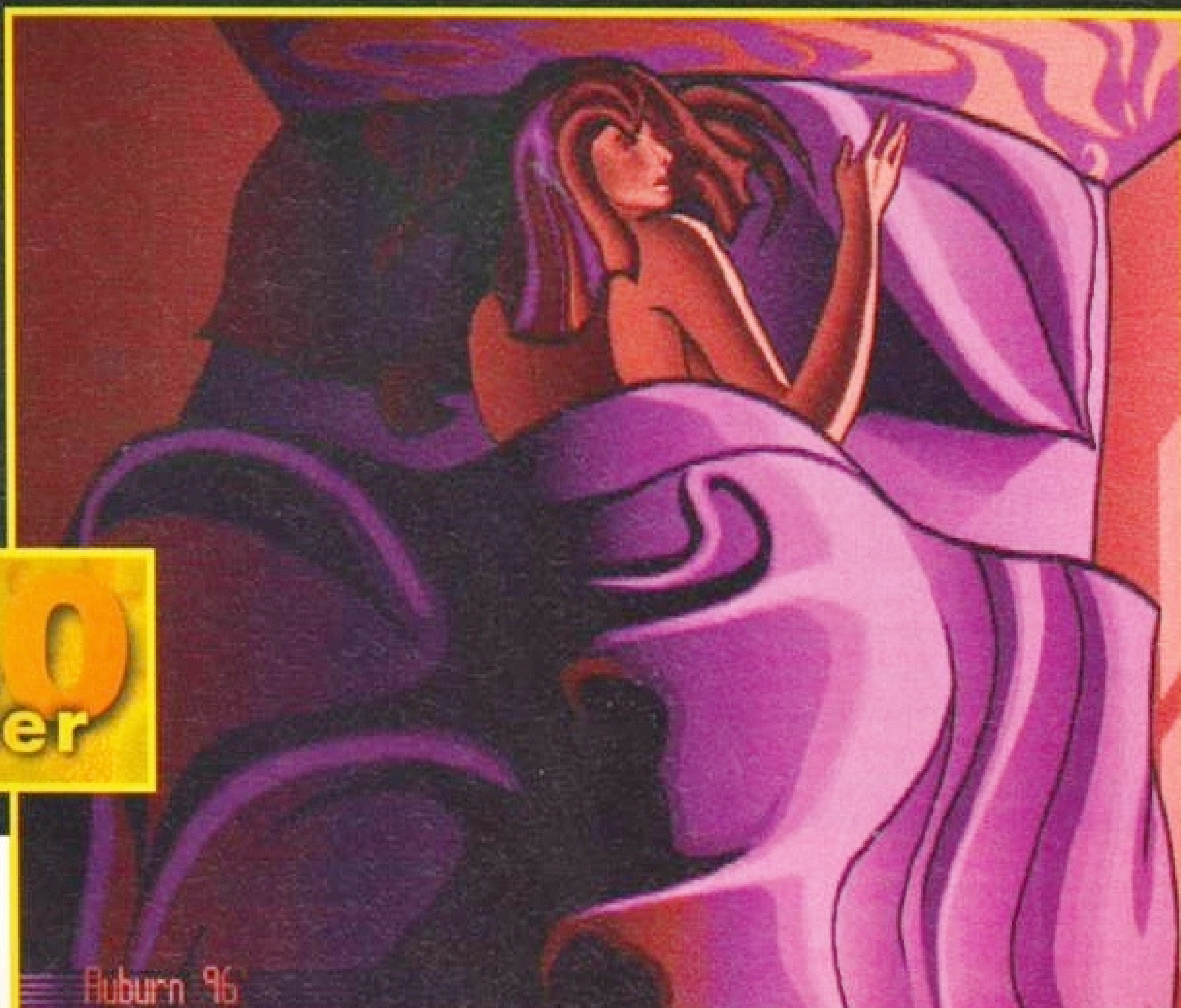
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The Gallery



SERENE DREAMER
by Auburn Hodgson

£50 winner



wavering over the cost of a full blown multimedia PC.

Stephen Northey
Plymouth, Devon

When Escom owned the Amiga, not only did they not have any display software, but very few of their shops actually had an Amiga set up. How stores tend to stock software is usually based on a number of things, including how much software they normally sell on that platform.

If people weren't buying Amiga software from there, they won't stock it. I expect you'll find there's some independent local shop where Amiga users in your area go, and that is why the software isn't selling at Silica. Hopefully our Shop Watch project will help you and others like you.



Phase Five are still working on the PowerUp project, despite delays resulting from disagreements over Escom's bankruptcy. We'll keep you informed.

SATAN'S DISCIPLES

As I said on the survey: The Amiga is *not* dead. I think there could be a lot of life left in the old vanilla machine yet, but only if Viscorp and other companies like Phase 5 work hard and quickly to get new machines out there.

Viscorp already have a working prototype of the Walker, so why don't they produce more and sell them to the public to try and recoup some of that $40 million Amiga Technologies cost, or to fund research into the 'Next Generation' of Amigas?

I'm sure the new machines would sell because many A1200 owners would like a better machine with great upgrade potential, and computer novices would buy them because the Amiga is so easy to use.

Realistically, I don't think PC owners would 'convert' to the Amiga because their machines have much more processor power (at the moment).

If the Walker is released, an '030 would be sufficient for most people, while an '040 or '060 upgrade/based machine could be released later on.

Maybe a Phase 5 PowerUp PowerPC board could be used. However, the new machine would have to be realistically priced, because it would represent bad VFM compared to the raw power of a PC.

I think Grant Sutcliffe's expectations are a teensy bit high at the moment, although I do agree that in order to be successful (and I mean *really* successful), the Amiga needs to provide something new – something that is so innovating none of the other computer manufacturers would be able to get near for a long time.

That is the only way the Amiga will become a household name once again. But until that time (hopefully) comes, the Walker would keep the existing Amiga public, and many computer novices, happy – if the price was right.

Lastly, I would just like to say that I will *never* buy a PC. PC users are Satan lovers who should not be allowed to live. If the worst comes to the worst, I shall buy a Mac, because they are not the tool of the devil, unlike PCs.

PS. How about 'merging' with the soon to close *AP*? You could deal with the serious stuff while the *AP* team deal with the games (which they review so well).

Matthew Guy
Sutton In Ashfield

The Walker will not appear. Viscorp made that quite clear when they announced their intention to buy Amiga technologies. They felt it would deliver too little at a rather high retail price, and I must say, we would be inclined to agree with them. Just what sort of Amiga they will develop is still, sadly, open to speculation.

I think calling PC owners Satan lovers may be going a little far. They are but poor little sheep, pressed into buying something many of them probably a) never thought they would, and b) didn't really want, but had little option. Where indeed, can you buy an Amiga these days?

As for Power, *as you no doubt know they were all mysteriously assasinated, and while this may not dramatically affect their depth and insight when it comes to reviewing games, it certainly makes it harder to chase them on deadlines…*

Continued overleaf ➡

FLIGHT DELAYS

After reading your review of *Flight Of The Amazon Queen* in the February issue of your magazine, I have been trying to get hold of it ever since.

However, I have been unsuccessful in doing so and since you are still selling the playing guide, I thought you might be able to suggest a few mail order companies that still sell it. I have tried Special Reserve but they were sold out and I have also tried a few other companies which seem to have all the Amiga games ever made except the one I'm looking for.

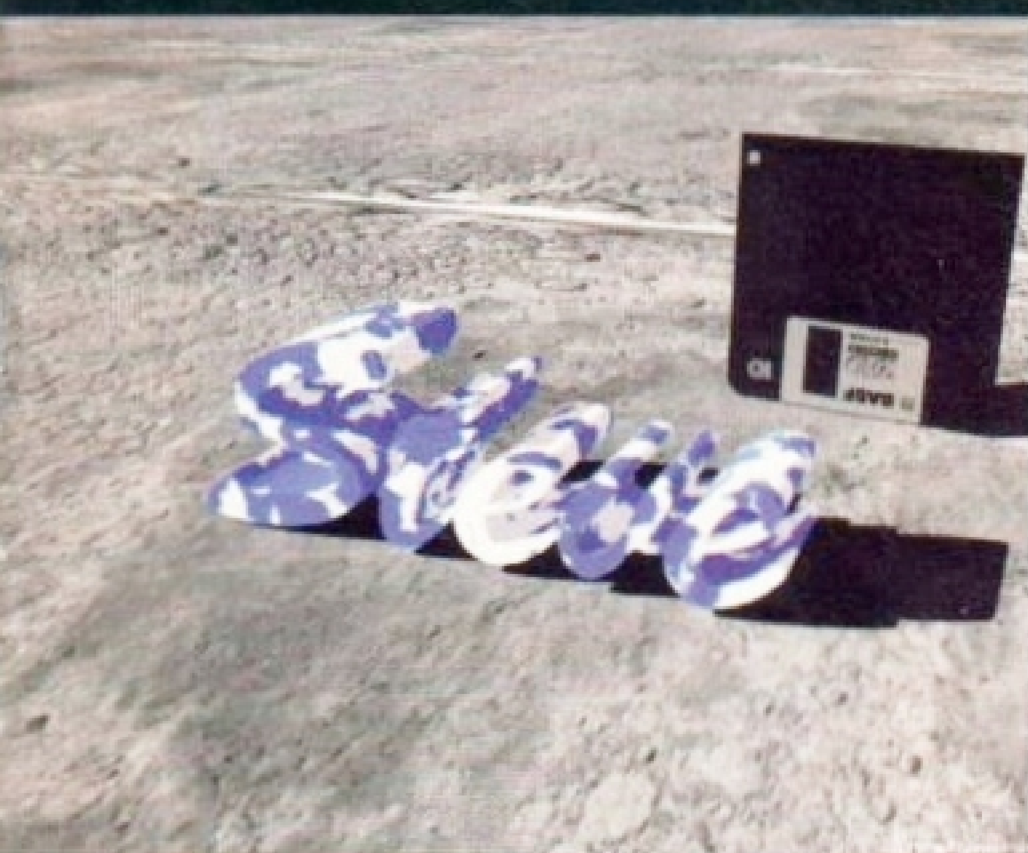
I would be very grateful for any help that you could give me as things are looking bad enough on the Amiga games market as it is, without one of the top games not being readily available (even though it is due to the fact that it is sold out).

A. Faulkner
Witney

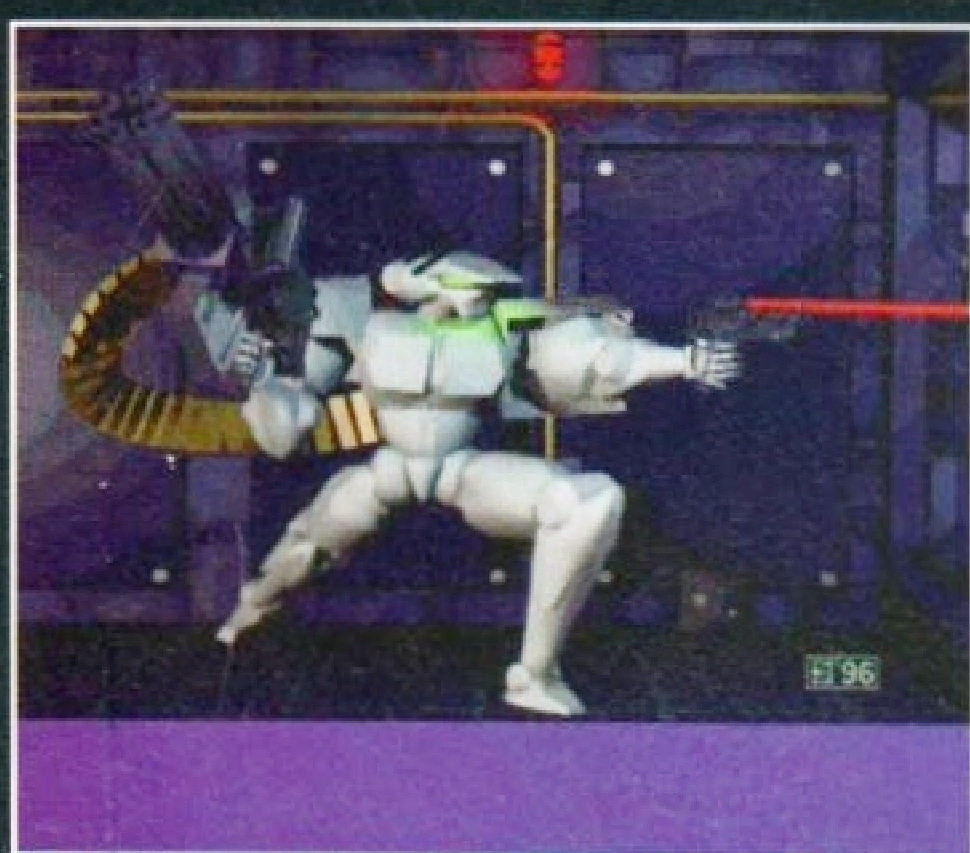
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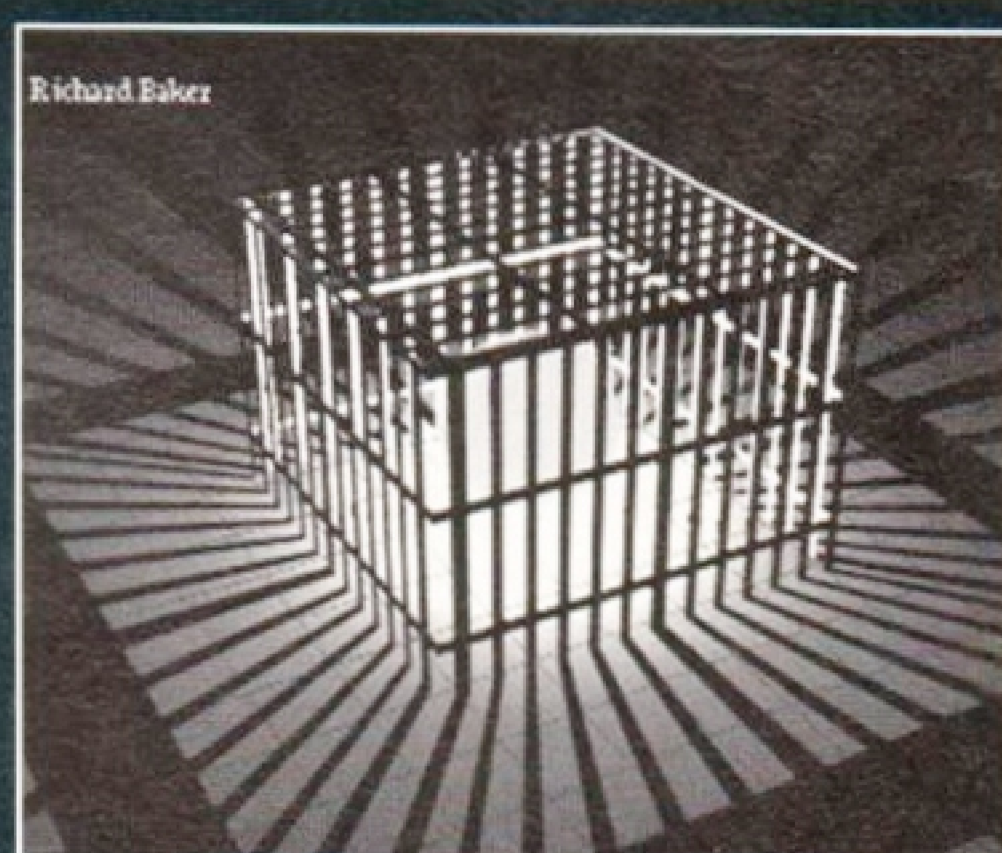




STEVE 2 *by Steve Ridgers*



TEKHED *by Erol Keith*



CAGED LIGHT *by Richard Baker*

PLEASE, CAN WE HAVE LESS...

We've had lots of response – if you haven't replied then do so now!

Returning the readership survey moves me to write (that'll teach you). The CDs have been excellent. I really must tell you that I do appreciate the long hard work that goes into them – 650Mb is a lot of bytes to compile. But it's also a lot of bytes to look through! If it's not a heresy, could I make a little plea for the CD's to be less filled. (Or issued every three months?).

One item in your survey asked how the Amiga should be upgraded for the future (always assuming the machine – and/or Viscorp – has a future). Like all other multiple-choice forms I've ever tried to fill in, my answer wasn't among the boxes, which mostly related to hardware (except one, which cryptically mentioned 'functionality').

I'm not so concerned about hardware, since that's mainly a matter of price (and, anyway, stuff can be plumbed-in later). But I think a lot should, and easily could, be done to improve Workbench.

Things like *ToolsDaemon* and/or *ToolsManager, Magic Menu, KingCON, ReqTools*, better icons and backdrops (choose from thousands), more and faster datatypes/gadget-classes, MUI... if incorporated into Workbench and put in ROM (thereby reducing the RAM-overhead) could make a great improvement.

Even just an enhanced MultiView (one that scrolls properly and doesn't hang when the underlying file or a window-title somewhere changes) would help a lot.

While we're on the subject, isn't it time 'Ed' was replaced by a useful editor.

And the cost? Certainly, some programmers' time (although this might be cut by buying existing code from authors of the best shareware programs) – but software needs to be written only once for all machines sold.

With hardware, improvements mean that each machine costs more. The really sad thing about this is that the programs already exist and have been written – they just need to be checked-over, tweaked, and then bolted into ROM – but no-one at CBM, Escom, or Viscorp seemed/seems interested in the operating system and software.

Channel Five tells me my video recorder is out of tune. Should I ask them to mangle my A1200 while they're about it? (I use the old girl's TV output, and I don't like the idea of her being interfered with by their transmissions – I had enough of that sort of thing as a teenager).

D.R. Halliday
London

Well, we don't often get letters asking for less. I understand what you mean though. There's a lot of stuff, and sometimes it can seem like you're missing out on something because you don't know where it is.

We have plans for re-organising the CD, and will unveiling a secret project to make it easier to find what you want.

Viscorp are allegedly working on a new version of the operating system, but there has been little news about just what this will involve.

As for the Channel 5 business, it is worth getting them to check it out, as you may find they retune your video to a frequency that will interfere with the Amiga...

It's nice to know some of you understand the huge amount of work that goes into compiling the *AFCD*.

Imagine 3.0 is capable of some stunning effects – if you can write music to match then Tim wants to hear from you.

A CALL TO KEYBOARDS

I'm writing in the hope that you and your readers will be able to help me. I am currently producing a short film entitled 'All Or Nothing' on the Amiga. I'm using *Imagine 3.0, DPaint* and digitized video, and combining all these tools in a strange and darkly atmospheric slant that will hopefully match the plot.

Southern Arts have been kind enough to finance the editing costs and they have also supplied me with a swanky Zip drive, but the rest of the project is off my own back.

I have generated approximately two thirds of the required graphics and I have now got to the stage where I need some extra help. Are there any Amiga musicians out there that are interested in composing a score for the production?

To match the visual material I imagine using a wide range of techniques and styles from utilising the sound chip to soundtracker modules to composing and modifying samples.

If you are at all interested then send a disk containing a range of your work to the supplied address and I will copy some stills from the film onto the disk and return it to you. Please get in touch if you feel you can help as it would be nice to keep the entire project in the Amiga family.

Tim Clague
112 Radley Wood View
Marlborough
Wiltshire
SN8 1ER

Good luck with your film project. Hopefully some talented aspiring Amiga musician out there will be able to help you out. Get back to us and let us know how you get on.

How to contact us

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person.

- We get hundreds of letters and faxes a day, so we can't reply in person.
- *Amiga Format* is available for vital enquiries by phone every Tuesday between 2pm and 5pm.

WORKBENCH:
We'll only answer technical problems in the mag. Write to us at
Workbench, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS:
If you've found a cheat mode, or found the passwords for a game, send them to Andy Smith and you could win a prize. If you're stuck, ask Helping Hand for advice.
Gamebusters, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS:
The letters pages are there for you to air your views. Remember not to ask questions that should be in Workbench!
Letters To The Editor, *Amiga Format*, 30 Monmouth St, Bath BA1 2BW.

COMPETITIONS:
Write the answers and your name and address on the back of a postcard.
'Name of the compo', *Amiga Format*, 29 Monmouth St, Bath BA1 2DL.

SPECIAL OFFERS:
If you've ordered something from the *AF* Mail Order and you've got a problem, call 01225 822511 or write to:
AF Mail Order, Future Publishing, FREEPOST (BS4900), Somerton, Somerset TA11 6BR.

SUBSCRIPTIONS:
Send subs enquiries to:
AF Subscriptions, Future Publishing, FREEPOST (BS4900), Somerton, TA11 6BR,
or email:
subscriptions@futurenet.co.uk

FAULTY COVERDISKS:
If your disk is faulty, send it, enclosing an SAE and 2x26p stamps to:
Amiga Format (insert name of disk) TIB PLC, 11 Edward Street, Bradford, BD4 7BH
If there is a manufacturing error the stamps will be returned with a replacement disk.

EMAIL:
Send email messages to *AF* at: amformat@futurenet.co.uk. Include the department in the subject line (Workbench, Letters etc). If you write *Info* in the subject line you will receive a list of all relevant departments.

COVERDISK SUBMISSIONS:
Future Publishing only accepts Coverdisk demos and submissions on the basis that they *may* be incorporated into a Future cover-mounted disk, unless *expressly* stated in writing to the contrary.

Pro-GRAB™... Freezes Frames and Much More!

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CHECK OUT OUR NEW... ProTel™, Sound Samplers and PCMCIA Interface



The revolutionary S-VHS ProGrab™ 24RT Plus with Teletext is not only the best way to get crisp colour video images into your Amiga, from either live broadcasts or taped recordings, it also costs less than any of its rivals. This real time PAL/SECAM/NTSC* 24-Bit colour frame grabber/digitiser has slashed the price of image grabbing on the Amiga and, at the same time, has received rave reviews for its ease of use and excellent quality results. ProGrab™ has earned honours from just about every Amiga magazine and Video magazines too!

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Compatible with both VHS and S-VHS!

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or, Take a signal from a TV with SCART output...

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or, Grab TV or video pictures from your VCR's video output including S-VHS.

STAGE 1...

Select any video source with S-VHS or composite output. This could be your camcorder, TV with SCART output, satellite receiver, domestic VCR/player or standard TV signal passing through your VCR/player... the choice is yours.

STAGE 2...

With ProGrab's software, select an image you wish to capture using the on screen preview window and Grab (because the hardware grabs frames in real time, there's no need for a freeze frame facility on the source device). Once grabbed, simply download and view the full image on your Amiga screen. ProGrab also includes a Teletext viewing and capturing facility from TV or satellite sources.

STAGE 3...

Use the 'grabbed' image with your favourite word processor, DTP or graphics package.

ProGrab **really does** make it that simple!

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WHAT THE MAGAZINES SAY...

Camcorder User commented... "If you're looking for a high resolution 24 bit digitiser then, at this price, ProGrab 24RT represents great value for money."

camcorder USER & video editing



ProGrab™ - Voted as **The Best Video Hardware** product for the Amiga. This is especially pleasing because the award comes from the Amiga Shopper magazine's readers... Our **Satisfied** Customers!



Star Buy

ProGrab™ - Amiga Shopper **95% STAR Buy** and remarks like... "Sharp, crisp and faithful to the original colours, we were mightily impressed" and... "Highly Recommended. Whether you are a Videographer or a Graphic Artist, look to the ProGrab 24RT Plus. It's a winner"

AMIGA GOLD FORMAT

ProGrab™ - Amiga Format **93% Gold Rating** and comments like... "ProGrab 24RT Plus is quite simply the digitiser to get", "Incredible value for money - no other digitiser offers so much for so little". When reviewing Vidi Amiga 24RT PRO, Amiga Format said "Save yourself £100 and buy the much superior Pro Grab"

CU Amiga said ProGrab™ is... *"Just the job for beginners and semi professionals on a tight budget" and "very hard to beat. For the money, nothing can touch it"*

CU AMIGA MAGAZINE

ProTel™ Terrestrial/Satellite Teletext Decoder

NEW...

Stand alone unit for grabbing Teletext info (works independently of ProGrab™ and has a much faster download rate). Once the information has been downloaded, ProTel™ allows you to view pages instantly - no more waiting whilst your TV finds the correct page! Files can be exported as ASCII Text for use in a WP, or saved as IFF Graphics for use in your DTP presentations. You don't need a Teletext TV/Video for ProTel™ - the signal can be received through a standard VCR!

£44.95

Pro-TEL

ProGrab is just £129.95...

ProGrab 24RT Plus

- Supports all recent Amigas and is also fully AGA Chipset compatible. You can render images in any Workbench screen mode resolution including HAM8 mode (Amiga RAM permitting).
- Saves and Loads images in IFF/ILBM, IFF/ILBM24, JPEG, BMP, PCX, and TARGA file formats. ProGrab saves animations as Anim5 files and animations with sound (requires PCMCIA interface and separate sound sampler) as Anim5 + 8SVX files. A range of image processing effects, palette computing routines (AGA only) and dithering methods are featured in ProGrab Version 2.6.x. Photogenics fully supports ProGrab with a custom 'Loader' to enable grabs directly from within the program - saving YOU time!
- Software has built in mono and colour animation facilities. Number of frames dependant upon Amiga's RAM.
- Release 2.6.x software now includes...
  - ADDITIONAL TELETEXT FACILITIES - With either Terrestrial or Satellite TV signals.
  - LARGER PREVIEW WINDOW - Double Resolution and 4 times area of previous ProGrab software.
  - INTERNATIONAL SUPPORT - Now compatible with composite PAL, SECAM and NTSC Straight from the box!

ProGrab is supplied with just about everything you'll need ✚...

- ProGrab™ 24RT Plus Digitiser
- Latest ProGrab Version 2.6.x Software
- Mains Power Supply Unit
- Parallel Port Connecting Cable
- User Manual
- Input sockets for Composite and SVHS.

✚ A video source cable will be required to match your own equipment - Ask for details.

**Standard ProGrab hardware is PAL/SECAM/NTSC compatible. Interlace mode options are available with PAL and SECAM only. ProGrab™ supports any Amiga with Kickstart 2.04 or later and a minimum of 1.5Mb free RAM.*

PCMCIA INTERFACE for A1200 and A600

Only **£39.95**

ProGrab's optional PCMCIA Interface includes the latest version software and extends performance for serious/professional users - offering the following benefits...

- Faster Downloading Times (up to FIVE times quicker)
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- Saving of animations direct to your Amiga's hard drive
- Freeing of your Amiga Parallel Port for use by a printer or other parallel peripheral
- Sound sampling and animation capabilities (separate sound sampler reqd, see below)

STEREO SOUND SAMPLERS

Two high quality 8-Bit sound samplers, specifically designed for use with our ProGrab 24RT™ digitisers, are now available (PCMCIA Interface required). The HiFi version features the same 30MHz A/D convertor used in the ProGrab™, meaning the maximum frequency is only limited by the Amiga's hardware. It also has a higher bandwidth (40Hz to 20KHz) than the standard version.



Standard Stereo Sampler £19.95

Hi-Fi Stereo Sampler £24.95

Post or FAX your requirements *(quantity trade prices available)* on the order form provided OR, if you'd simply like further information please contact...

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ProTel™ Teletext Decoder @ £44.95	£	:
Standard Stereo Sampler @ £19.95	£	:
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Standard Delivery £7 (2/3 Working Days)	£	7:00
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TOTAL	£	:

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Please write your name and address on the reverse of any cheques or drafts.

AMIGA FORMAT COVER CD

Worried about how to send in your submissions? Check the submission advice in the Look_here_1st! drawer!

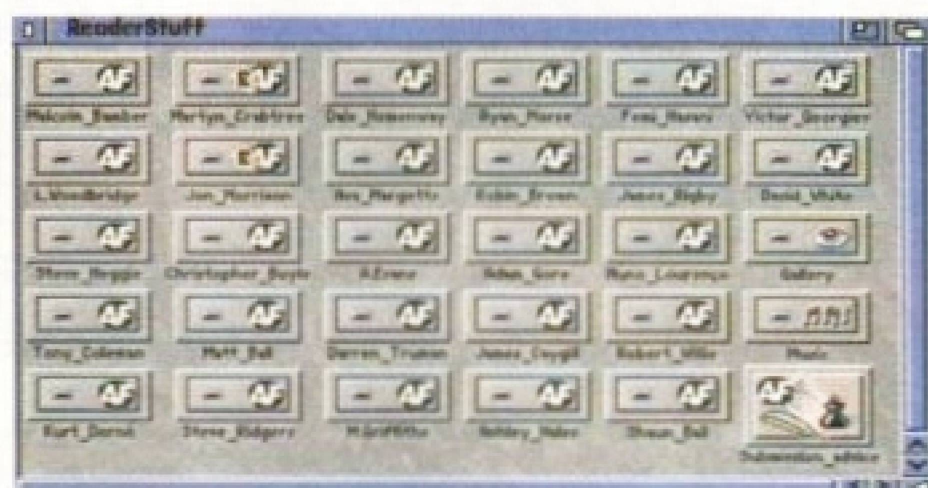
With over 22,000 files in over 2,500 directories CD 7 should keep you busy all month long

WHAT'S ON THE DISC?

Welcome, welcome, welcome. Just as I was thinking that our readers were slacking off a bit when it came to sending in their work, bang goes the postbox and we get more than 200Mb of reader contributions. Now all stand in a circle extend your right arm and pat each other on the back. Well done. Now all you need to do is carry on sending in your stuff, your pictures, your songs, your programs. Just because you filled over a third of this month's CD doesn't mean that you can slack off for the next few months, oh no. Now I've had 200Mb from you once, I'll expect it all the time.

Before I go any further, I must thank those guys at HiSoft for saving my life. It seems that a large number of you went out and bought EZ drives to use with your Amigas and then sent your cartridges to us, packed full with your submissions.

David Link, head honcho at HiSoft and all round good guy came to the rescue and offered us use of an EZ drive so we could put your contributions on this month's disc.



We've had a few replies to the *AF*CD survey and so far it would appear that we aren't doing too badly. Some of you have requested a front end to the disc similar to that on the *Aminet* CDs, but I don't think that, at the moment, this is very feasible since it takes all our effort to just compile a cracking CD for you each month.

We will be beefing up the HTML side of things since that seems popular with readers and quite a few respondents liked the idea of seeing what web sites were like without having to pay to be online.

But, if there is anything here you disagree with strenuously, or even agree with, then the only way we'll find out about it is if you send in your survey. I think we've made it as easy as possible, especially for those of you who are online, so you have no excuse!

NOT MORE SURVEYS?

Oh yes indeedy. In our constant bid to improve the CD we want you to send us your thoughts on what we're doing right with it and what we're doing wrong. If you think the balance should be changed on the CD, if you'd rather we just put games that can be booted on the disc, if you'd rather we just had utilities, then let us know. We're not offering a prize for this, merely a better CD.

The survey is in the AFCD7:Look_here_ 1st! drawer and you can email the form to us or edit it, print it out and send it to us.

AAARGGH!

Many of you had problems with *AF*CD5 which, owing to a miscalculation, won't work on machines that run Commodore's CD file system. Anyone running the *AmiCDFS* on *AF*CD4, 5 or 6 won't have any problems and neither will anyone running the splendid *AsimCDFS* which is available from Blittersoft. Unfortunately, those of you limited to using CD³²s or CDTVs as your main machine have no way of changing the CD file system. By the time you read this the problem will have been resolved. If you haven't already got a replacement CD then you should contact Ablex at the usual address ☎ 01952 680131

CD WINNERS!

These readers all win £30 for their contributions. Remember, only by sending us your programs, music, games and animations do you stand a chance of winning a similar prize.

- **Martyn Crabtree for his splendid and educational Fishy Fishy 2 game**
- **Jon Morrison for his very useful StartupPlus program**
- **Tom Hardy gets the music prize for SniperFunk which will probably go against his drum and bass grain**

GENERAL ADVICE

Most of the programs are designed to run straight from the CD, thus saving your hard disk space, but they often need assigns to make them work properly. If you see icons like these two in a drawer you should double click on the one with the arrow pointing to the right before you start using the program, and double click on the icon with the arrow pointing to the left once you've finished with the program.

If there isn't an icon, but the program still asks for assigns, your best bet is to install the rather excellent and terrific *MultiCX* (in the AFCD7:Look_here_1st!/HandyTools/ drawer) to your hard drive and run the program.

One of *MCX*'s abilities is to allow you to assign things on the fly and this can be a big help. It does have a lot of other features though, which is why it is in constant use on my hard drive. Try it out and I think you'll find that you can dump a whole bunch of your other commodities.





DISCLAIMER

This *Amiga Format* CD-Rom has been thoroughly scanned and tested at all stages of production. We recommend that you always run a virus checker on ANY software before running it.

Future Publishing Limited cannot accept any responsibility for disruption, damage and/or loss to your data or your computer system which may occur whilst using this disc, the programs or the data on it. Ensure that you have up to date backups of data contained on your hard drives before running any new software.

You'll see this message in several ways when you access *AFCD7*. If you agree to it, you can carry on, otherwise you should remove the disc from the drive.

COVERDISKS

In our new, improved Coverdisks section you'll find the coverdisks for *AF*91 (as well as the top secret subscribers' disk) ready to run, without having to unpack them to floppy. If you haven't had a look at what's on them yet, check out pages 106-109 to find out all the details.



SCREENPLAY

Hurrah! A commercial game demo from Vulcan – best-known for their puzzle games, but soon to be famous for their flight simulations.

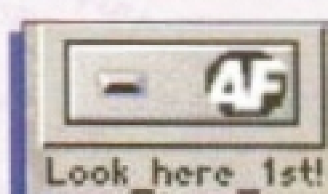
We also have a variety of shareware games, puzzles and utilities including installers for some popular games of yesteryear.



LOOK HERE 1ST!

Nick's monthly animation, handy tools and more should make this your first port of call when looking at *AFCD7*.

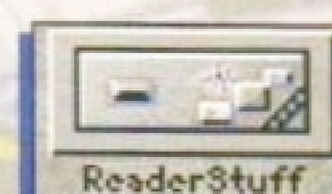
If you're someone who wants to get to grips with writing HTML, there's an excellent tutorial from Mike Smith in the AF_on_the_web drawer along with a variety of other websites.

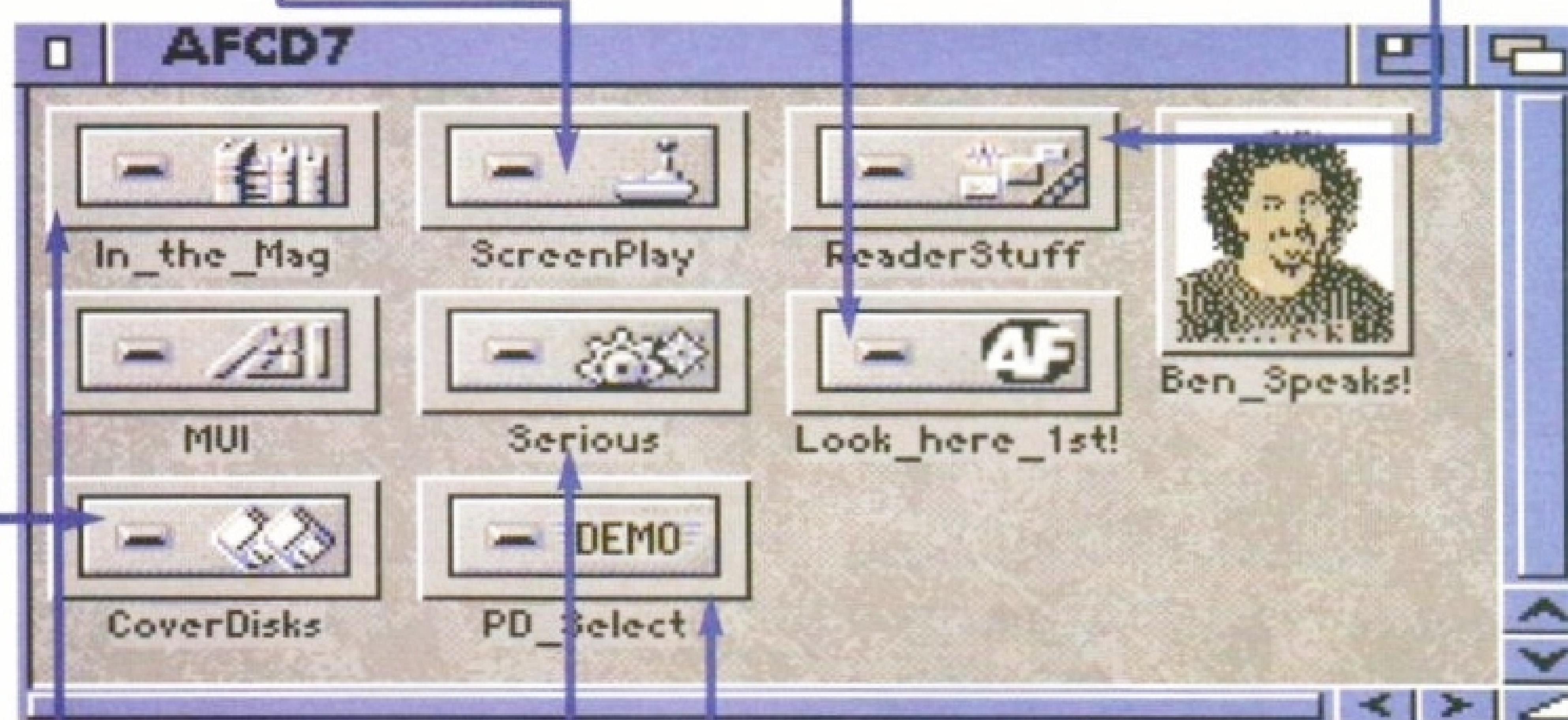


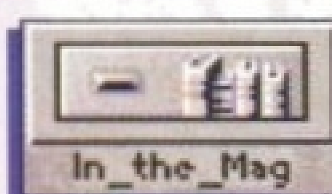
READER STUFF

The biggest bundle of reader submissions yet makes this month *AFCD* special. Anyone who uses their Amiga for video work will be best pleased by Femi Hasani's 100Mb of backdrops and animations.

People looking for utilities will be dead chuffed with Jon Morrison's StartupPlus commodity – we were, so we gave him the prize!







IN THE MAG

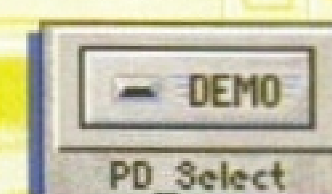
Simon Goodwin's excellent emulation feature continues this month with the lowdown on all the best Commodore 64 emulators and we have the cream of them on this month's CD.

Keeping with the emulation theme, you'll also find the newest versions of EmuCPC, AmOric and Virtual GameBoy on this month's disc.



SERIOUS

If you fancy trying to make your own CDs, *AFCD7* should be right (write?) up your street with a demo of *BurnIt!* a new package for writing CD-ROMs. We also have all the patches for *PageStream 3* and a variety of other packages and a bit of a programming special with versions of Perl, Emacs and ACE BASIC amongst others.



PD SELECT

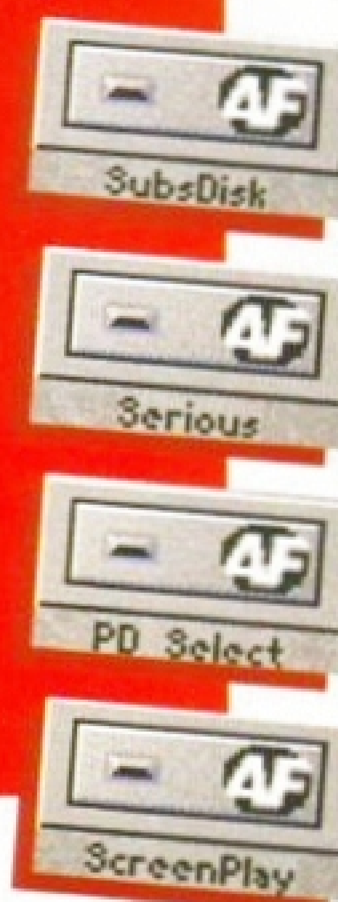
Kewl! Demos galore this month with the latest and greatest from all the big names on the demo scene. Be warned that some of these demos might not work on your machine, or might not want to come back to Workbench once finished.

Where are you?



I thought that after our impassioned plea last month that we'd be flooded with icon sets to replace our "MagicWB + others" mish-mash, but no, I was wrong. Our survey results so far seem to indicate that most of you like MagicWB as a standard, although a few of you either want a mix with NewIcons or just NewIcons, just to be awkward. Either way, I know you're only doing it to make more work for me.

Anyway, I suppose it might take you a few months to put the best-looking icons ever together, so I'll give you another month (or so, who am I trying to kid?), to come up with the goods...



DISC NOT WORKING?

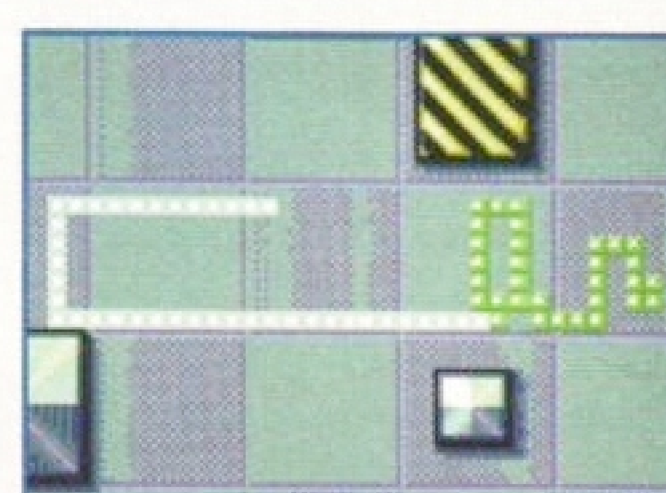
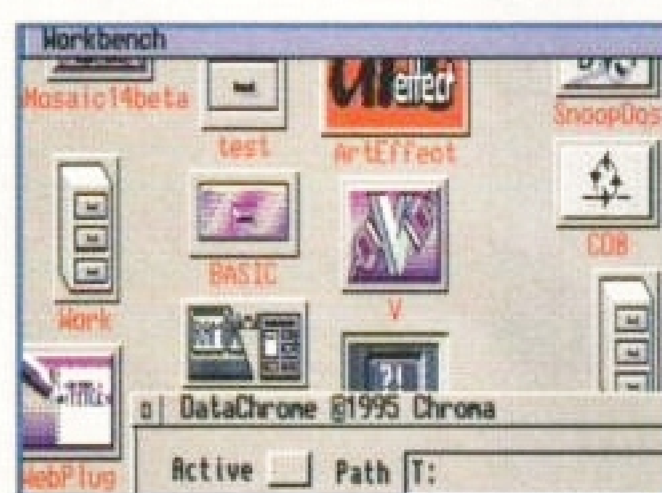
If the CD is defective, please return it to the address below. Please make sure you have followed our installation procedures correctly to ensure that there is a physical problem. Please send the CD along with a description of the fault plus a self addressed envelope. Return postage will be paid. Ablex Audio Video Limited, Harcourt, Halesfield 14, Telford, Shropshire TF7 4QR

A CD should only need replacing if the CD itself cannot be read. If, instead you are experiencing problems with an individual demo or application phone our technical support line. This is open between the hours of 2pm and 5pm on Tuesday. Tel: 01225 442244. Fax: 01225 732341. Email: amformat@futurenet.co.uk

Please note that the helpline staff provide assistance with technical problems directly related to our cover CD and cannot provide training on the software or hardware in general.

AMIGA FORMAT COVERDISKS






Two full programs for you this month. *DataChrome* will put an end to all your datatype troubles and *ACE BASIC 2.4* is a complete programming language.

Four PD games with a destructive feel this month. Do battle with trails in *Sneech*, blast the atoms, kill the nerds and embark on war in space.

Sneech



Avoid the edges and other trails – in fact just try to avoid everything – or else!

Sneech, on the surface appears similar to the old *Tron LightCycles* game – if you've ever played it – but there's more to it than that. OK, so the basic gameplay's the same. You use your joystick to move this little trail of segments that moves around an arena full of other little 'trails'. The idea is to survive as long as possible by not bashing into the sides of the arena or into the other player's trails.

Things are nowhere near that simple though as each bout (you can have up to eight human or computer players in this demo version) is split into three timed segments. During the first segment you play as above. In the second segment you'll find that you're automatically moving in random directions and this continues until there's only one trail left. If there is more than one trail still living at the end of normal time, you'll go into extra time and then you have to exit the level through a doorway.

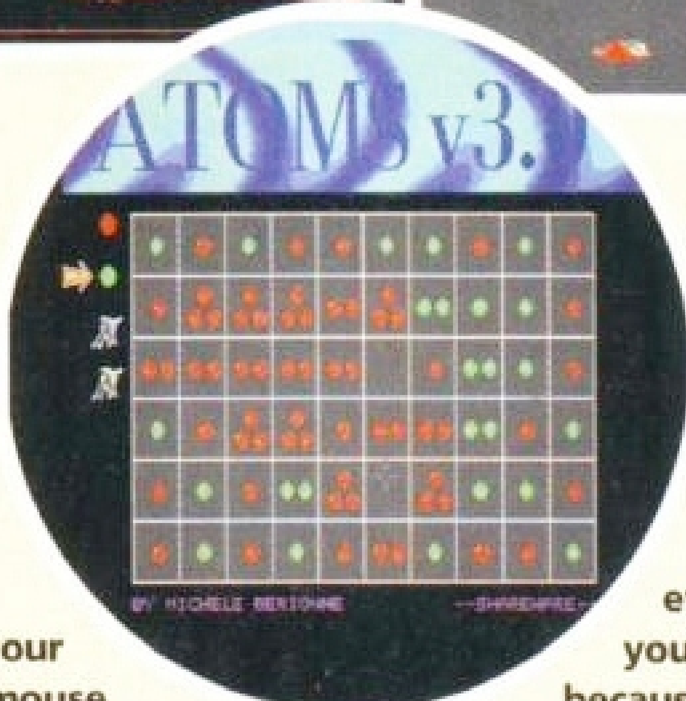
Points and money bonuses are awarded for killing the others, and for picking up tokens, and these bonuses can be spent in the shop at the start of the level on delicacies such as extra lives. Watch out for the random hazards!

Another great selection of Coverdisks for you this month. Remember that you can find all of these programs on the CD as well.





Simply pick your favourite method of mass destruction and let the nerds have it. Office fave is the steamroller, below!



Make your atoms explode and change adjacent squares to your colour.

NERDKILL

Here's a game that's dead easy to play. You've got a screen full of nerds you see and they all deserve to die. All that you have to do is decide which method of murder you would prefer!

Use the F keys to select your weapon and then move the mouse around the screen as you blast the nerds to hell!

Once the last nerd is dead you'll find out how many shots it took to kill 'em off. Certainly not a game for the squeamish, this one.

ATOMS

Here's a sort of, but not quite, computer version of *Othello*. Basically you're trying to get your atoms to inhabit every square on the grid and annihilate your opponent's atoms in the process.

The best way to do this is to cause an explosion with your atoms, which will then spread out into neighbouring squares, eliminating any atoms there and replacing them with your own.

It's worth bearing in mind that you only need two atoms in the same square at the corners to cause an explosion, three at the sides and four in the middle.

The game changes on every turn, so don't despair if you're down to your last atom because you could still win!

SPACEWARS

Here's a *Thrust* meets *Asteroids* sort of a game for two or more players. Each of you controls a ship that can rotate, thrust and fire. The idea's to survive longer than your opponents by clever use of missiles (which hurt the opposition) and positioning.

Your position is possibly more important because at the centre of the screen is a dirty great black hole and once you fall into that you're lost.

That's all there is to it folks but I can tell you that after just a few minutes playing against some mates you'll be gritting your teeth and hating your best friend like a Klingon hates a pacifist. 



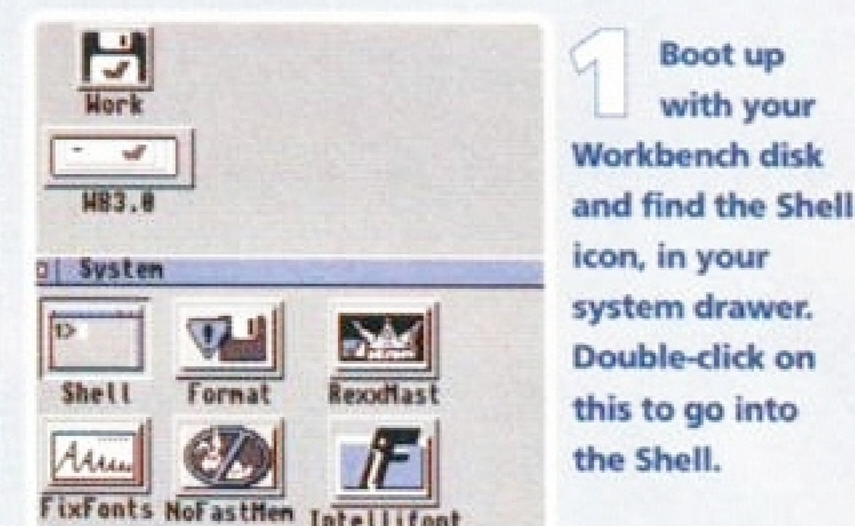
Four player *Atoms*, now that's the way to spend a wet Wednesday afternoon. That or *Spacewars*...



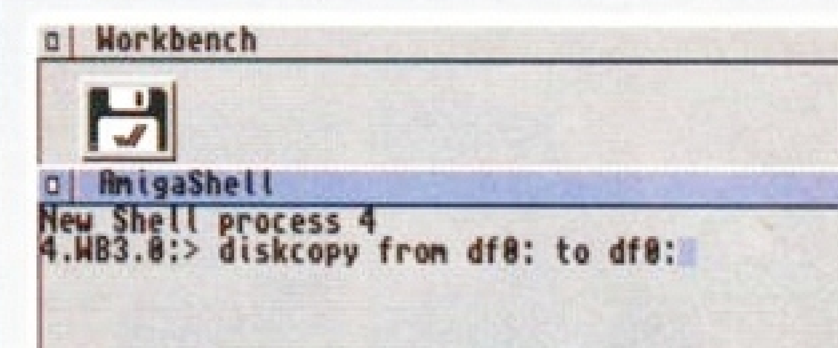
Mind the black hole, fire shots at the enemy and avoid his fire. *Spacewars.*

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

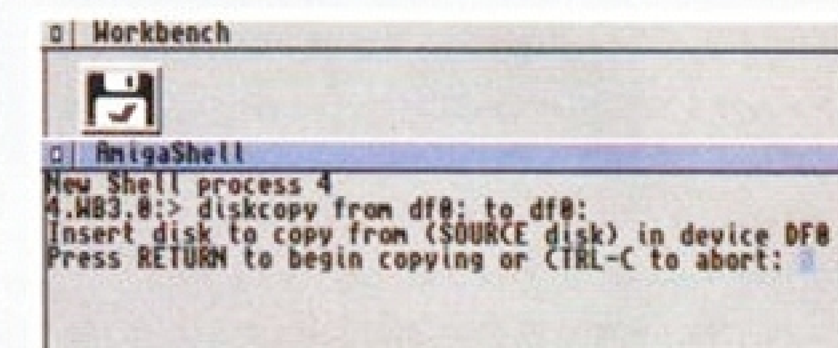


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

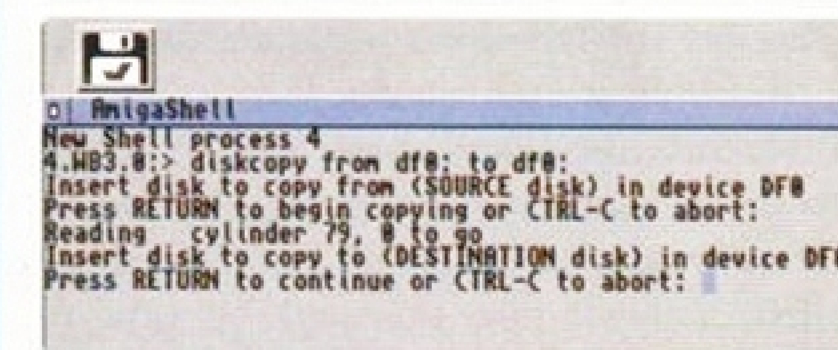


2 Type in the following line (with a zero, not the letter O), taking care to put the spaces in the correct places:

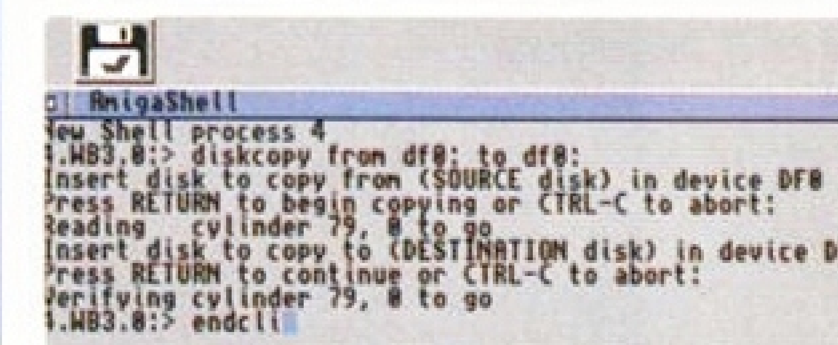
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, with 2x26p stamps and an SAE to:

Amiga Format (insert name of disk)
TIB PLC • TIB House
11 Edward Street
Bradford • BD4 7BH

If there is a manufacturing error the stamps will be returned with a replacement disk.



This month David Taylor introduces not one, but *two* complete packages for you to get stuck into.

DataChrome & ACE BASIC 2.4

DATACHROME

This package extends the way in which your Amiga deals with pictures. Many older applications are not capable of using anything other than IFFs. The introduction of datatypes was meant to change this by allowing the operating system to decode pictures for applications. Despite this, not all programmers choose to use datatypes.

DataChrome patches itself into the system and intercepts any picture files called. If they aren't IFF, a suitable datatype is called, converting the picture in memory to an IFF and then feeding the IFF to the program. None the wiser, the application loads the IFF.

De-archive the *DataChrome* disk from the Coverdisk and use the Install script. If you choose to install the program directly to your hard drive, you will have to install the software manually. You must copy the files from the C drawer in the directory to your C directory. You must ensure you install the datatypes correctly if you don't already have them on your system.

Double-click on the Start *DataChrome* icon to bring up the interface. There are only a couple of options. The first is Active, which sets the program as ready. The report tick means that the program will send a report window when it has been called so you know what it is doing. The Set Path command determines which directory will be used as the temporary directory for converting files. It is set to T: in RAM: by default, but if you don't have much memory, you can set it to a directory on your hard drive.

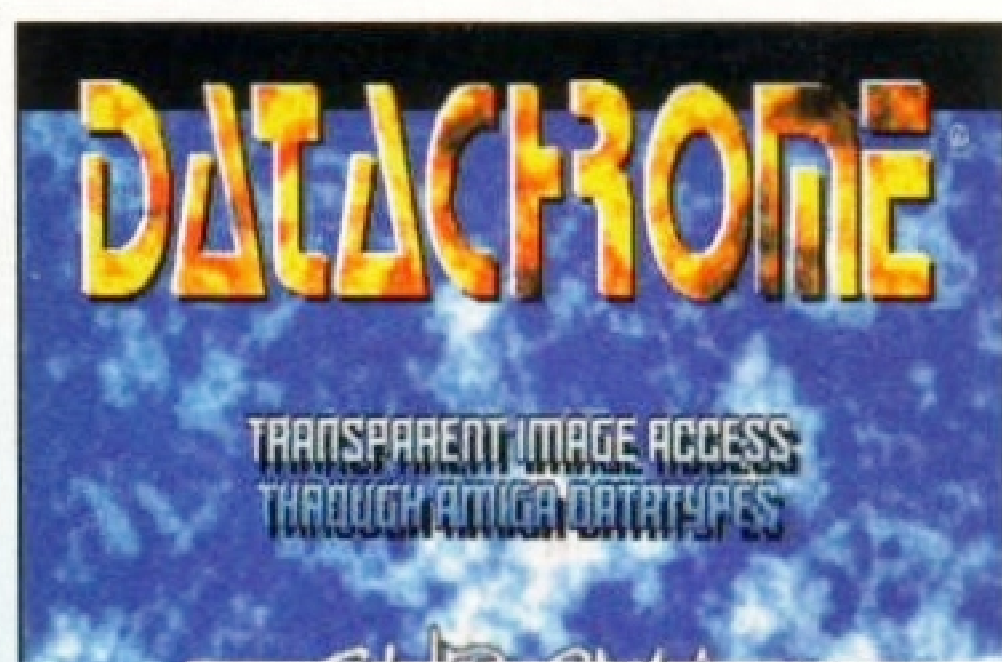
ACE BASIC 2.4

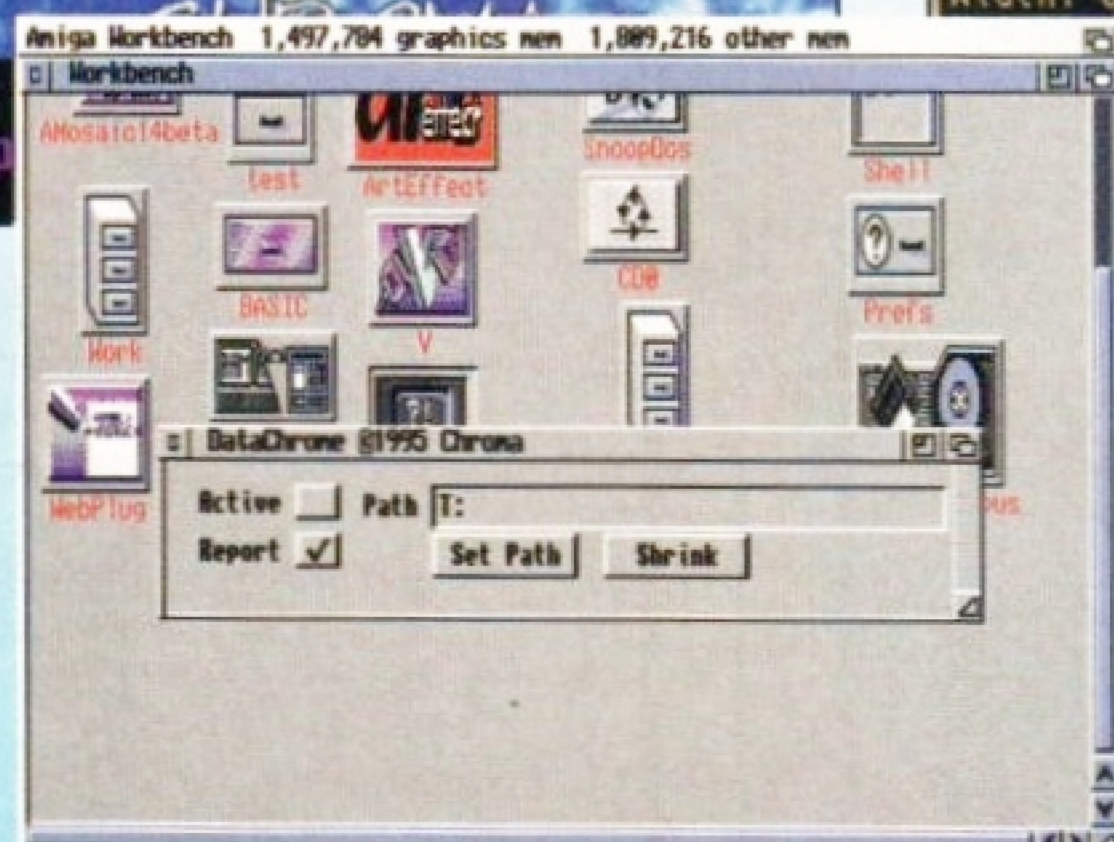
Believe it or not, this is a *complete* BASIC programming language with the ability to write and compile programs. Executables created with this program do not need any additional libraries or programs to run. However, before you start with the program, read the installation notes on this page, or you'll get stuck.

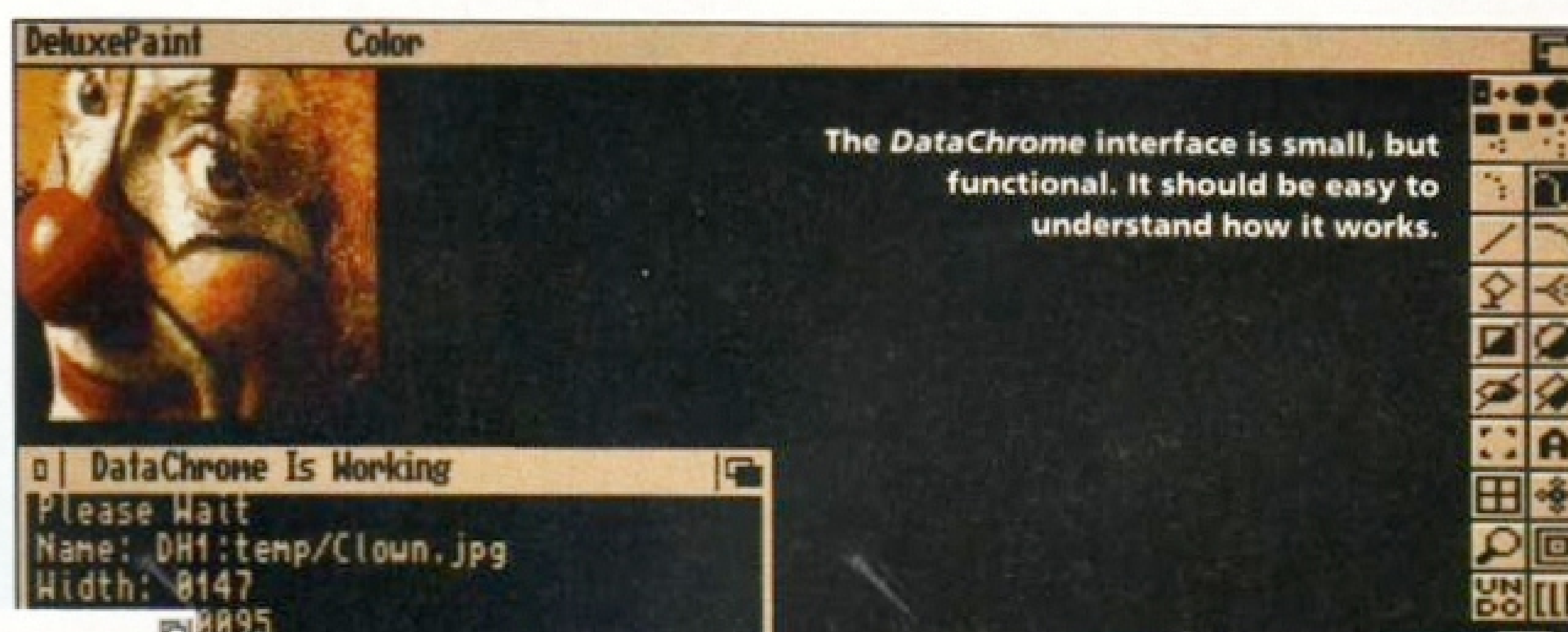
There is not room here to go into the way BASIC functions, nor detail the commands. Suffice to say that BASIC has always been considered an ideal programming language for beginners.

ACE contains a file called Ref.doc in the Docs directory which gives you a complete listing of the commands and their syntax and a detailed explanation of their use, so once you are ready to start programming, take a look.

ACE takes code written in a word processor, MeMacs, by default, and compiles it into an executable file. If you have WB2+, the use of *ACE* is made much easier because there is a GUI called AIDE. To run AIDE, you must make sure that you have the correct font and





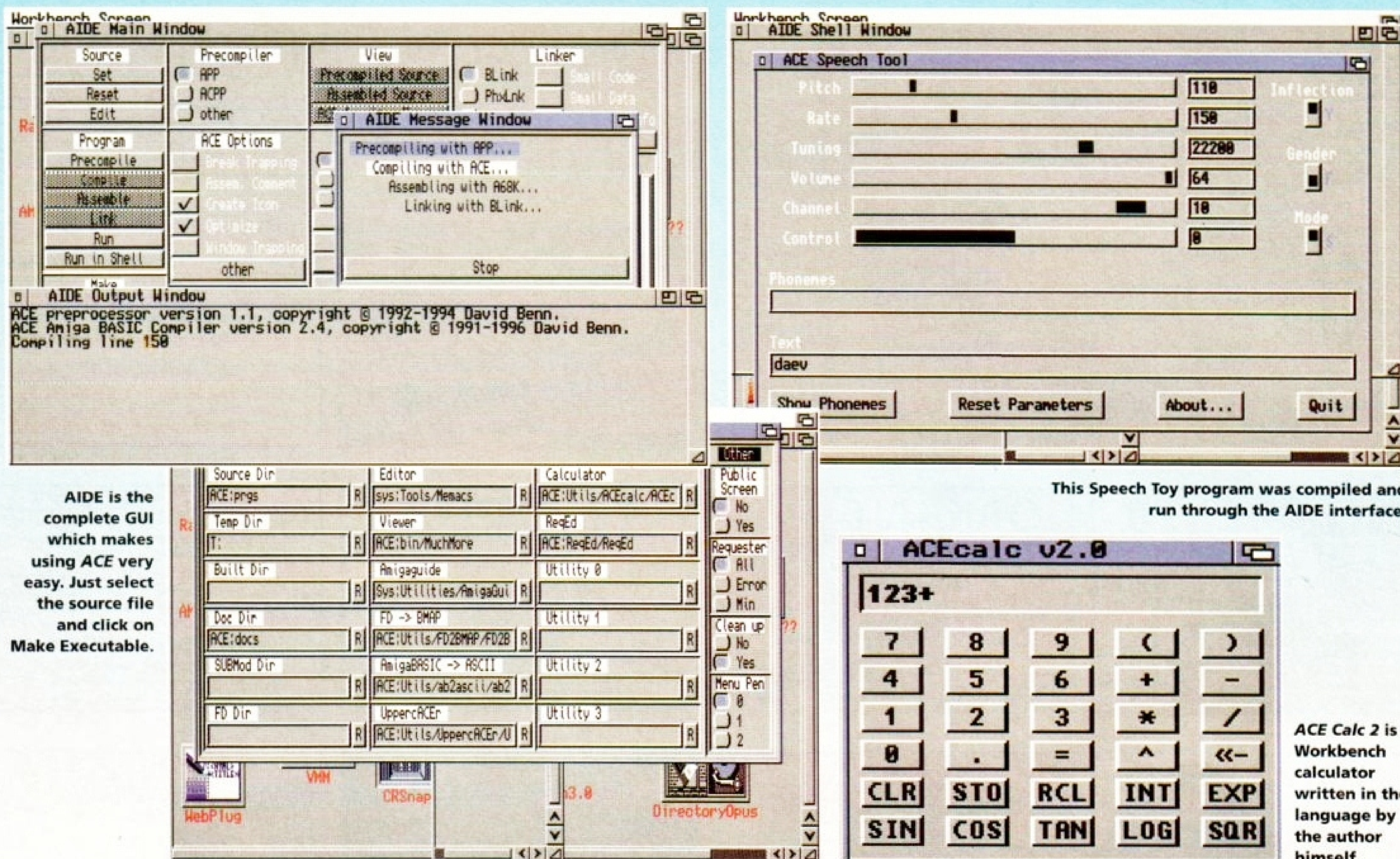


The *DataChrome* interface is small, but functional. It should be easy to understand how it works.



ACE has lots of example programs with it. This fractal one (right) is very intriguing!

When the program loads a file through datatypes (left) it will show a report window.



AIDE is the complete GUI which makes using *ACE* very easy. Just select the source file and click on Make Executable.

This Speech Toy program was compiled and run through the AIDE interface.

***ACE Calc 2* is a Workbench calculator written in the language by the author himself.**

mrt.library on your system. These are included in the AIDE directory.
Copy the fonts from inside the font directory to fonts: and the library from inside the libs drawer to libs:

AIDE allows you to select a source file, which you can then view or edit. You can then get *ACE* to compile it and run it through the interface, or compile it to be run as a standalone program. There are lots of example programs included in the *ACE* distribution, so you can start out by experimenting with these.

Note that you do need to set the preferences for AIDE in order to use it, since it needs to know where it should compile temporary files and where it should place any executables you compile. You should choose AIDE Setup from the Project menu to do this.

In addition, there is a program called *Req Ed* which allows you to generate the necessary code for GUIs. This is done through an interface and makes the whole process a lot easier – this program itself was written in *ACE*! You can find *Req Ed* in its own drawer.

Note that this version of *ACE* was created specially for *Amiga Format* by the author, David Benn, and contains all you need. However, *ACE* has grown much larger than can be distributed on a single floppy disk. There are more guide files and additional documents and headers. If you have the CD-ROM version of *Amiga Format*, then they can all be found on this month's CD. If not, then you can get them from Aminet.

Our thanks must go to David for working late into the mornings to get this new version finished for us. He's looking for comments and feedback, so do drop him a line for his trouble. *ACE* is a massive programming language with a lot of support and capable of doing great things, so make sure you show your support by contacting the author. His email and address can be found in the documents.

Lastly, *Amiga Format* cannot handle any queries concerning writing BASIC programs over the telephone. The technical line is only there for problems concerning getting the Coverdisk to work. If you do have a problem or write a program with a bug you can't solve, *first* make sure you have read the document to see exactly how commands work. If you are truly stuck then you can write into *Workbench* at the usual address.

INSTALLING ACE BASIC 2.4

***ACE* will actually run on a WB1.3 floppy-based machine, although it is much better to have WB2+ and a hard drive. When you de-archive the disks, you'll get three floppies. To run the program, set up a couple of assigns. You must open a CLI and type the following:**

```
assign ACE: ACE2:
path ACE:bin add
assign ACElib: ACE1:lib
assign ACEbmaps: ACE1:bmaps
assign ACEinclude: ACE1:include
```

These commands need to be executed every time you want to run *ACE* after re-booting, so you may want to write that into a script and simply execute the script. If you install the program directly to a hard drive, and you have WB2+, life is significantly easier. You still need to type the following lines in, but you should add them to your user-startup in your S: directory:

```
assign ACE: <volume/directory you install to, e.g dh1:BASIC>/ACE
path ACE:bin add
assign ACElib: ACE:lib
assign ACEbmaps ACE:bmaps
assign ACEinclude: ACE:include
```

The GUI for ACE, called AIDE, won't work on WB1.3 machines, so you have to compile your programs manually. Read the docs for details.

If you are running *ACE* on a WB1.3 machine, make sure that you read all the documents. Some files need their WB1.3 versions instead of the default ones – you need to copy the 1.3 files from the folder in bin out and the same for the files in the Req Ed directory.

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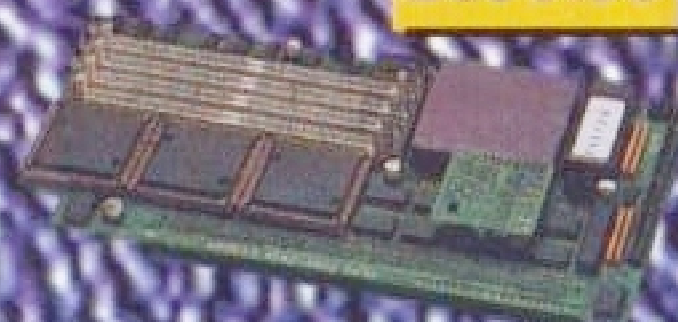
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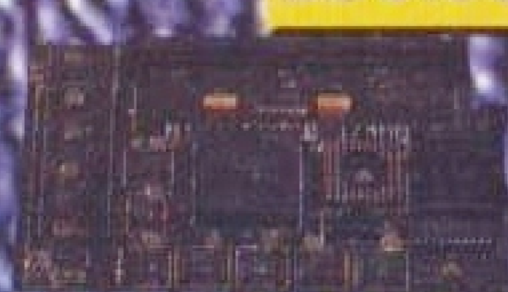
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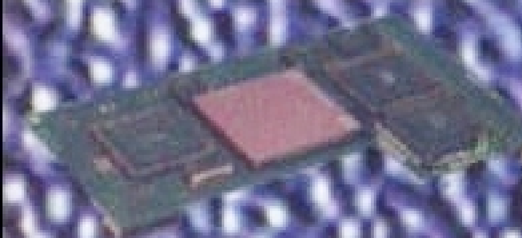


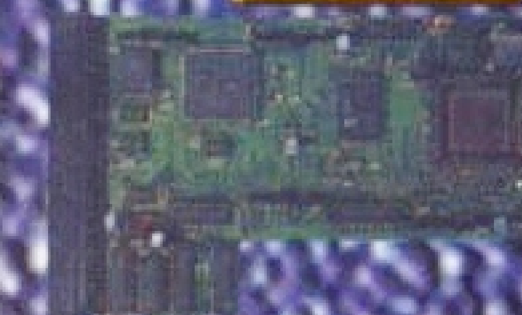






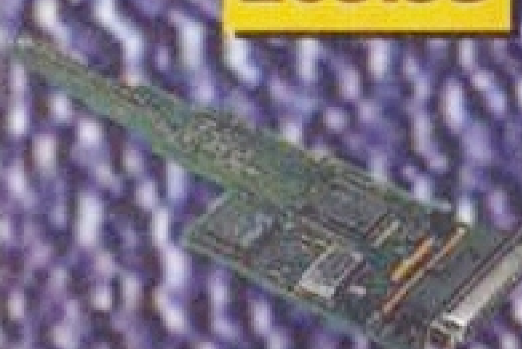












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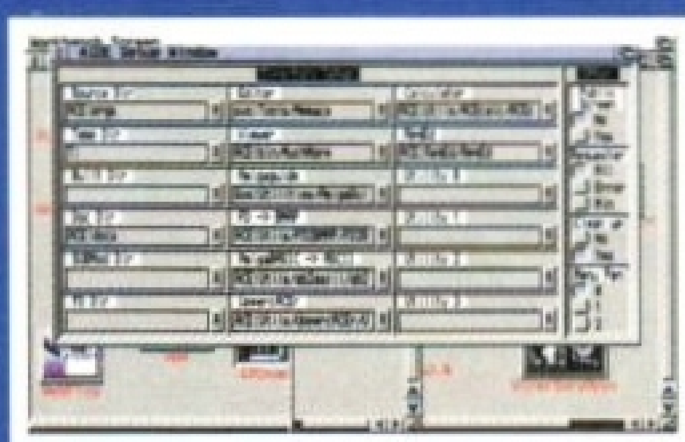
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